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OF THE ZARGONS ★ PHASER PRACTICE ★ ACEY - DUCEY ★ BIG  
GOVERNMENT ★ TIC TAC TOE ★ QUBIC ★ DEPTH CHARGE ★ SHAPE TABLE  
GENERATOR ★ CURSOR ★ OPENING CEREMONIES ★ MASTER CATALOG

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## APPLE GAMES

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#### Program Listings

The program listings for the above programs begin on page 27. They are listed in the same order as the table of contents shows.

## HOW TO GET STARTED

There are several ways to run the APPLE GAMES system. The general procedures are listed below. If you have any problems with these, refer to the section WHAT TO DO WHEN ALL ELSE FAILS.

1) With your computer turned off, insert your disk in the disk drive (drive 1 if you have a multi-drive system). Turn on the power, and the programs will boot right up.

2) If you have an Apple II (Integer BASIC in rom), you may need to load Applesoft BASIC first.

3) With the system on, insert your disk in the disk drive and type RUN DISCOVERY SOFTWARE and press RETURN. After a little whirring and clicking, the program should be up and running.

That's all there is to it! Hope you have lots of fun with APPLE GAMES.

PROGRAM DESCRIPTIONS  
AND  
INSTRUCTIONS

## FLIP FLOP

Flip Flop has been described by some as that %&\$!%!! (explicative deleted) aggravating game! Once you play the game, you may find yourself agreeing. You can fill in the explicative yourself.

To play Flip Flop, choose "1" from the main menu. You will be greeted by the cheerful strains of the scribe of the gods. If that leaves you baffled, follow the directions as they are printed on your screen. Remember not to press the RETURN key during this game. You see, Flip Flop is a very ancient game, and when first invented there was no such thing as a RETURN key to press.

You may find Flip Flop addicting as well as aggravating. Whether you win or not depends entirely upon whether the Powers-That-Be recognize the sincereness of your efforts. So look sincere, and don't beat on the computer if it takes you longer to win than you first thought it would. After all, your computer is just a tool for the Powers-That-Be !!



## MASTERMIND

Everyone is familiar with the game of Mastermind, right ? Well, this version has a new twist, because that is precisely what you do! You twist your game paddle (paddle "0") to change the colors, and you use the paddle button to "lock in" any color as your choice.

To play Mastermind, choose "2" from the main menu, and follow the directions as they are printed on your screen. The object of the game is to choose the four colors that the computer has chosen. Sound easy ? Then read on, because you must also get them in the exact same order that the computer does, also. If that is too easy, Try doing it blind-folded. If you can do that, you might consider seeking a job as a fortune teller.

## TOWERS

You've heard of the Leaning Tower of Pisa ? (good, because that has nothing to do with this game, but you may be a prime candidate for Hollywood Squares.)

The proper name for this game is THE TOWERS OF HANOI. It was named after several towers in Hanoi (tricky, huh ?). You start the game with several disks of different sizes. They are all on tower (or needle) number one. The object of the game is to get them all to tower three. However, you can only move one disk at a time, and you cannot place a big disk on a smaller disk. Try playing with just two disks, and then work your way up to bigger and better things.

If you try to cheat, you may find yourself in a mess, because the game will quit playing with you (after one warning, of course). The idea is to transfer all the disks in as few moves as possible, because you could lose if you use too many moves.

## SHERLOCK'S HOME

Elementay, my dear Watson! In this intriguing game, you are the master detective and have to uncover the murderer before he does you in.

Each time you are called in on a new case, the victim is an entirely different person. It seems that the suspects are the same each case, though. But that shouldn't surprise a trained master detective like you, should it? After all, the criminal element never changes, does it?

All you know is that someone was killed by one of the suspects in Sherlock's Home, and that person is out to get you as well. You can move from room to room and pick up murder weapons and make announcements as to who you think committed the dire deed. If you are wrong, you will be given the reason. Each step you take, though, brings the killer closer and closer.

To play SHERLOCK'S HOME, choose "3" from the main menu. You will be presented with background information on the case and detailed instructions. A helpful hint at this point would be to TAKE NOTES. It is a good idea to have a list of the suspects, weapons, and rooms in the mansion to help you in narrowing down to the final conclusion.

Upon a successful mission, you will be given the opportunity for another case or for a vacation. If you decide upon a little rest and relaxation, we could suggest another APPLE GAME.

(by the way, all this space at the bottom of each page is for you to use in any manner you see fit. Most people use it for a constructive purpose such as notes, doodles, airplanes, etc.

## ATTACK OF THE ZARGONS

Due to recently enacted weapons control laws, and your generally lawless attitudes, you are left as the only person on earth with a weapon. This also puts you in the unique position as the only defender of the planet in the face of an onslaught of invading alien hordes. You feel the weight of responsibility and the urgency of the moment as you pull out your patented ACME ALIEN INVADER POWER DRAINER (page 342 in the Whole Earth Catalog), and you fearlessly begin firing at the approaching ship.

Use game paddle "0" to control your weapon, and the button to fire. If you hit the ship, you drain 100 energy units from the invader, and your score increases by that much. However, each shot you make will cost you 5 energy units, and if you are hit by the ship, it will drain half of your energy units. If you fail to hit the ship at least twice on each crossing of the screen, you will also lose half of your energy units. It may be harder than you thought to defend the Earth!

All you need do to save the day as well as make the skies free for man, birds, and smog over L.A., is to amass 2000 stolen energy units by the time the invader reaches the bottom of the screen.

## PHASER PRACTICE

To test your skill and luck at Phasers, choose "6" from the main menu. When you do, you will be shown the official Phaser Practice rules, and an official Phaser Practice professional target will be displayed for your practice session.

Up to three people can play at once, and the first person to reach 250 points is the winner. Your shots are determined by the 1, 2 and 3 number keys. All you need do is press the number. Do not press RETURN, as this will only confuse the poor scorekeeper.

If you work at it, you can learn how the odds of the various shots go, and may be the first on your block to have the distinguished title of PHASER ACE.

## ACEY-DUCEY

Got the gambling itch? You can scratch it by choosing "7" from the main menu. . Acey-Ducey is a full-fledged casino game. It is played with three cards at a time. The computer is the dealer (notice the viser and sleeve garter), and will deal two cards face up and the third down. You have to decide if the value of the third card will be between the value of the first and second cards. If it is, you win your wager. If not, you lose your wager. It's that simple! You can bet any amount from \$0 up to your total stake.

Some fundamental rules of the house are:

Dealer takes all ties

Aces are high

Face cards have a value of:

Jack.....11

Queen.....12

King.....13

Game ends when your stake is gone

Good Luck.....and remember.....Never bet on an inside straight (oops! wrong game! sorry!!).

## BIG GOVERNMENT

Ten score and five years ago, our fore-fathers had a small government. Now you have BIIIIIIIIIG (that's REALLY big!) Government. You are the President of a nearby country, and you must decide how to run the party (political, not wild, although the terms may be interchangeable) and keep your constituents (those poor suckers who elected you) happy. You must continue in office for a full 48 months (unless, of course, you are impeached first).

You can buy and sell bonds for the treasury and spend money (what all politicians do best) on keeping the people happy and soliciting contributions (what all politicians do second best). But watch out! Graft, kickbacks, and unforeseen circumstances always seem to crop up just when the future looks the brightest.

To make your term in office even more realistic, you are constantly updated on the latest events by the news tele-type (notice the percussive sound of the hammer hitting the keys), and your advisers break in periodically with news flashes.

If you have high hopes and dreams for high office, choose "8" from the main menu and play BIG GOVERNMENT. But



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beware, because the public is fickle at best, and downright hostile at worst. (Do you bring out the best or the worst in others?).

## TIC TAC TOE

Remember sitting for hours playing Tic Tac Toe with whoever would take the time to sit and play with you ? Well, now you have a partner who is always ready, willing, and quite able (to beat you). This is just as good an excuse as any to start your second or third childhood (we all go through it, don't we?)

With the computer as your opponent, you may have met your match, for you will find he plays quite well. The computer even doubles as scorekeeper, keeping track of who wins which games (including the proverbial "cat").

TIC TAC TOE is choice "9" from the main program menu.

This space is still for notes, but don't feel guilty if you let it all go to waste.

## QUBIC

If you thought Tic Tac Toe was too easy, why not try something with a little more "depth". QUBIC is three dimensional tic tac toe, and you can win by getting three in a row in any direction on any horizontal, vertical, or diagonal plane.

The computer, as your opponent, plays a very aggressive game right from the very beginning. If you can win here, you are ready for the U.S. Olympic Qubic Team (tryouts in kenosha falls, wisc. on the 5th Monday in February each year).

Play begins with the traditional toss of the chip (integrated solid state microprocessor, of course). You have a 50-50 chance of winning the toss (but so does the computer!). The one who wins the toss moves first. From here on out it's every man/computer for himself.

Remember, you or the computer can win with three in any direction! There may be more directions than you see at first, so stay alert!

## DEPTH CHARGE

Did you ever attend the submarine races in your younger days? Well, this may be the closest you get to the real thing. You control the nuclear-powered mail boat NEMESIS (fastest mail boat in the navy) on a search and destroy mission in the North Atlantic. There will always be three submarines beneath you, and they will each move at a different speed. All you need do is press any key to drop a depth charge. Timing is of the essence, and accuracy is a must (for obvious reasons).

Your score is based on how many submarines you destroy. The deeper and faster the sub, the more points it is worth. You have to get the highest score you can within five passes across the ocean, so don't hesitate!

Good luck, Admiral !

## SHAPE TABLE GENERATOR

This is a handy-dandy little utility that will allow you to quickly and easily build shape tables to use in your own programs. All you need to do to get started is to choose "12" from the main program menu. The program will then be loaded and run.

You will now be asked questions like "what is the name of the table" and "what beginning address (decimal)". These are good things to think about before you actually sit down to begin using this utility.

The name may be any standard file name such as "shapes" or "shapes.obj" or "what ever you want to call it" (it will fit). The file (table) name may be anything up to 29 characters in length, as long as it doesn't begin with a number or contain a comma. These are two big no-nos in Apple's DOS (Disk Operating System).

The beginning address of the file should be an address nice and high. 20000 has always worked out pretty good for us.

Also, you need to determine how many shapes will be in this table. Enter the number when the question is asked.

After getting this far, you will see the plotting screen before you, and

the system status information on the bottom of the screen. Notice the direction indicator and the mode indicator.

To change the direction of cursor travel, use the I, J, K, & M keys. These represent up, left, right, & down respectively. Try these keys and notice the effect on the indicators.

The mode may be in one of two states. Plot or Noplot. To change the mode, all you need do is to use the 'X' key as a toggle between the two states. Try this and notice the effect on the mode indicator.

Now you are ready to draw your shape. All you need do is make sure you are in Plot mode and pick a direction to go. Now press the SPACE BAR and notice that the plotting cursor moves in the direction you have chosen. Now you can change mode and direction as you wish in order to construct any design. When you are through with any one shape, press the ESC key and the computer will save it to memory. Now you can go on to the rest of the shapes in your table.

#### WARNING:

Do not move the cursor more than two spaces UP while in the NOPLOT mode. If you do, you will lose a good part of your shape or your shape table. To get around this, you could go up 2 spaces, left one space, right one space, and then up 2 more spaces, and so on.

Other keys that have significance are the 'C' and the 'R' keys. The 'C' key will clear the screen if you wish to start the shape over again, and the 'R' key will allow you to start your shape at another X,Y co-ordinate other than the center of the screen.

Now all you need do to use your shape table once it has been saved to disk is to BLOAD the file. Then POKE the pointer to the beginning of the table into memory locations 232 and 233. This works like this:

X=BEGINNING DECIMAL ADDRESS OF  
TABLE

$J = \text{INT}(X/256) : K = X - (J * 256)$

POKE 232, K

POKE 233, J

Now you can use your shape table using DRAW, XDRAW, and other graphics commands as described in the Applesoft Reference Manual.

You can't hurt anything by experimenting, so go ahead and have fun. Be careful not to name your file the same name that another file on your disk has, or you could erase the original file.

By the way, all the shapes used in APPLE GAMES were created using this utility.

## CURSOR

Ever wonder why the screen cursor (the little blinking box on your computer monitor) looks like it does? Ever wonder why it is not some other shape or sign or what-have-you? Well, we did, and we came up with a simple way to change the cursor to something different than what it is now (or normally is).

This is a simple little demonstration program that allows you to change the cursor to one of four different states, including no cursor at all. You can use this in your own programs if you wish. Notice when the cursor is different, how if you backspace over something, it may look like something different than what you originally typed. Never fear! Simply use the right arrow to move the new cursor to the right, and presto!, you will see everything to the left of the cursor as you originally typed it.

You can experiment with this as much as you like, and when you grow tired of all the excitement, simply type "in 0" to return all to normal. As a final note, we suggest that you not stay in the "no cursor" state too long. There is no real harm if you do, but the visible cursor serves the purpose of letting you know that the computer is waiting on you, and not the other way around. If you are in



the "no cursor" state, it is difficult to determine if the computer is waiting on you or if you are waiting on the computer.

Have fun experimenting with this program, and drop us a line to let us know of any interesting results.

## OPENING CEREMONIES

Welcome to the welcome !

Actually, this is two seperate programs. The first is the little hi-res demo that spells out APPLE GAMES that you see when you boot up the disk. The second is the menu utility that you use to choose any program in this package.

If you study these programs carefully, you may discover how to make your Apple Computer sit up and do a few tricks of its own. The OPENING CEREMONIES program uses a small shape table and hplot functions jointly to create the desired "sign-board" effect that you observed at the beginning of the system. This same effect could be used (with a little work) to display any message that your little heart desires.

## MASTER CATALOG

This is definitely a program that you will find useful over and over again. If you are like certain computer-enthusiasts that we know, you have collected quite a large assortment of disks. On those disks are assorted programs and who knows what else. Precisely the point of MASTER CATALOG. This will allow you to keep track of the names of the programs that you have and organize them so that you can find them fairly simply if you need to. It is almost like a filing system for your disks and programs.

When you choose "15" from the main menu, the MASTER CATALOG program will be loaded and run. The first question you will be asked is "what is today's date?". Your response to this must be in the form of MM/DD/YY. all eight spaces must be filled out, or you can go no further. Once you have completed the date, you will see the following menu. This is commonly known as the MASTER CATALOG MENU:

- 1=ENTER LISTING
- 2=CHANGE LISTING
- 3=DELETE LISTING
- 4=SEARCH LISTING
- 5=PRINT LISTING
- 6=EXIT PROGRAM

To accomplish any of the functions listed above, simply press the number to the left of that function. You do not need to press RETURN here. Each function is self-prompting, and all you need do is answer each question as it is asked.

The system allows you to do searches by record number, program name, language (of the program), program type, date entered (into the system), and disk location (which disk the program is on).

As you work with MASTER CATALOG more, you will notice how it could save you time by helping you to keep your programs and disks organized.

WHAT TO DO WHEN  
ALL ELSE FAILS

If you are having troubles getting your APPLE GAMES disk to boot up, or you cannot get some programs to work, here are a few items you may wish to check.

1) Are all cables and plugs tight, clean, and in good working order. If not, try to correct them and if that fails, contact your dealer. We can pretty well guarantee you that APPLE GAMES will not run on defective hardware.

2) Is Applesoft BASIC loaded into your computer? If you have an Apple II (not +), you will need to load Applesoft BASIC into memory and type RUN DISCOVERY SOFTWARE and then press RETURN.

3) Try some other software that you know will work properly on your system. If it fails to work, contact your dealer. It may be that something is wrong with your hardware.

4) If all else seems to be going great, but some games work while others don't, it could be because for certain high-resolution graphics programs, Applesoft must

be of the ROM or LANGUAGE CARD versions. The disk version that loads in RAM sets the upper memory limit of the system too low to be able to use page one of high-resolution graphics. Page one is necessary to several programs on the APPLE GAMES diskette.

5) If all else fails, take your diskette back to your dealer. If he can't seem to fix your problem, he can exchange your APPLE GAMES diskette for a new copy. Discovery Software stands behind all of it's software.

## PROGRAM LISTINGS

The following pages contain the program listings for all of the programs in the APPLE GAMES package.

```

2 HGR : TEXT : HOME
5 GOSUB 1000
10 HOME : PRINT TAB( 14);"APPLE GAMES"
30 VTAB 20: POKE 34,3: HOME
40 PRINT "GAME PROGRAMS:"
50 PRINT : PRINT
60 FOR X = 1 TO G: IF X < 10 THEN PRINT
  " ";
61 PRINT X;" " ;PS(X)
65 NEXT
70 GOSUB 500
110 HOME : PRINT "MISCELLANEOUS:" : PRINT
  : PRINT
120 FOR X = G + 1 TO M: PRINT X;" " ;PS(
  X)
130 NEXT
140 GOSUB 500
150 HOME : GOTO 40
500 VTAB 21: INPUT "CHOICE OR <C/R> FOR M
  ORE: " ;CH$
510 IF CH$ = CHR$(13) THEN RETURN
520 CH = VAL (CH$): IF CH < 1 OR CH > NP
  THEN RETURN
522 POKE 34,0: PRINT
530 VTAB 21: PRINT " " : VTAB 21
532 AS = "NOW LOADING " + PS(CH): PRINT T
  AB( 20 - LEN (AS) / 2);AS
537 IF PS(CH) = "OPENING CEREMONIES" THEN
  PS(CH) = "DISCOVERY SOFTWARE"
540 PRINT "RUN";PS(CH)
999 END
1000 DATA FLIP FLOP,MASTERMIND,TOWERS,SHE
  RLOCK'S HOME,ATTACK OF THE ZARGONS,PHA
  SER PRACTICE
1002 DATA ACEY-DUCEY,BIG GOVERNMENT
1003 DATA TIC TAC TOE,QUBIC,DEPTH CHARGE

1050 DATA SHAPE TABLE GENERATOR,CURS
  OR
1100 DATA OPENING CEREMONIES,MASTER CATA
  LOG
1150 NP = 15:G = 11:M = 15
1155 DIM PS(NP)
1160 FOR X = 1 TO NP: READ PS(X): NEXT :
  RETURN

```

## FLIP FLOP

```

10 DIM AS(20): GOSUB 820: TEXT : HOME : N
  OTRACE
20 SPEED= 135
30 HOME
40 Z$ = "THE OBJECT OF THE ANCIENT GAME OF
  ": REM 4
50 VTAB 2: HTAB 4: GOSUB 750
60 Z$ = "FLIP / FLOP": REM 15
70 VTAB 3: HTAB 15: GOSUB 750
80 Z$ = "IS TO CHANGE THIS:": REM 11
90 VTAB 4: HTAB 11: GOSUB 750
100 Z$ = "X X X X X X X X X X": REM 10
110 VTAB 6: HTAB 10: GOSUB 750
120 Z$ = "TO THIS:": REM 16
130 VTAB 8: HTAB 16: GOSUB 750
140 Z$ = "O O O O O O O O O O": REM 10
150 VTAB 10: HTAB 10: GOSUB 750
160 Z$ = "IN AS FEW MOVES AS POSSIBLE.": R
  EM 6
170 VTAB 12: HTAB 6: GOSUB 750
180 Z$ = "TO CHANGE THE POSITIONS, TYPE IN
  THE"
190 VTAB 14: GOSUB 750
200 Z$ = "NUMBER OF THAT POSITION. IT WIL
  L THEN"
210 GOSUB 750
220 Z$ = "BE CHANGED. HOWEVER, THE GODS M
  AY NOT"
230 GOSUB 750
240 Z$ = "SMILE GRACIOUSLY UPON YOUR EFFOR
  TS, AND"
250 GOSUB 750
260 Z$ = "THE POSITIONS MAY CHANGE ON THEI
  R OWN."
270 GOSUB 750
280 Z$ = "...GOOD LUCK !"
290 VTAB 20: GOSUB 750
300 Z$ = "P.S.: TO RESTART THE GAME, HIT <
  ESC>."
310 VTAB 22: GOSUB 750
320 SPEED= 255: FOR X = 1 TO 3000: NEXT :
  HOME

```

```

330 N$ = "1 2 3 4 5 6 7 8 9 0"
340 FOR X = 1 TO 10:AS(X) = "X": NEXT
350 VTAB 8: HTAB 10: PRINT N$
360 GOSUB 740
370 VTAB 9: PRINT TAB( 35);" " : FOR X =
  1 TO 300: NEXT
380 VTAB 9: HTAB 10:Z$ = AS: GOSUB 750
390 VTAB 20: PRINT "TO CHANGE: "
400 GET CH$: IF CH$ = CHR$( 27) THEN 340

410 IF ASC (CH$) < 48 OR ASC (CH$)
  > 57 THEN 400
420 N = VAL (CH$): IF N = 0 THEN N = 10
430 PRINT :M = N
440 IF AS(N) = "O" THEN 510
450 AS(N) = "O"
460 Q = RND (1.5):R = 10.287 * Q:R = INT
  (R): IF R < 1 OR R > 10 THEN 460
470 N = R
480 IF AS(N) = "O" THEN 510
490 AS(N) = "O"
500 GOTO 630
510 AS(N) = "X"
520 IF M = N THEN 460
530 GOTO 630
540 IF AS(N) = "O" THEN 610
550 AS(N) = "O"
560 Q = RND (1.5):R = 11.693 * Q:R = INT
  (R): IF R < 1 OR R > 10 THEN 560
570 N = R
580 IF AS(N) = "O" THEN 610
590 AS(N) = "O"
600 GOTO 630
610 AS(N) = "X"
620 IF M = N THEN 560
630 C = C + 1
640 FOR X = 1 TO 10: IF AS(X) < > "O" TH
  EN 360
650 NEXT
660 GOSUB 740: VTAB 9: PRINT TAB( 35);"
  ": VTAB 9: HTAB 10:Z$ = AS: GOSUB 750
670 VTAB 20: PRINT TAB( 20);" "
680 PRINT : IF C > 12 THEN 700

```

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## MASTERMIND

```

690 PRINT "VERY GOOD. YOU GUESSED IT IN
  ONLY ";C: PRINT "GUESSES !!!": GOTO 71
  0
700 PRINT "GOOD TRY...BUT YOU COULD DO IT
  BETTER.": PRINT "IT TOOK YOU ";C;" GU
  ESSES THIS TIME."
710 PRINT : PRINT "TRY AGAIN ? ";
720 GET CH$: IF CH$ = "Y" THEN HOME :C =
  0: GOTO 330
730 HOME : VTAB 8: HTAB 10: PRINT "THANK
  FOR THE GAME !!": VTAB 1: HTAB 1: PRIN
  T "RUN MENU"
740 AS = "": FOR X = 1 TO 10:AS = AS + AS(
  X) + " ": NEXT : RETURN
750 FOR X = 1 TO LEN (Z$)
760 PRINT MID$( Z$,X,1);
770 IF MID$( Z$,X,1) = " " THEN 790
780 GOSUB 860
790 NEXT
800 PRINT
810 RETURN
820 POKE 771,173: POKE 772,48: POKE 773,1
  92: POKE 774,136: POKE 775,208: POKE 7
  76,4: POKE 777,198: POKE 778,1: POKE 7
  79,240:
830 POKE 780,8: POKE 781,202: POKE 782,20
  8: POKE 783,246: POKE 784,166: POKE 78
  5,0: POKE 786,76: POKE 787,3: POKE 788
  ,3:
840 CC = 2 ^ (1 / 12)
850 POKE 789,96: RETURN
860 POKE 0, RND (1) * 80 + 50: POKE 1,8:
  CALL 771
870 RETURN
65532 REM ** COPYRIGHT 1981 **
65533 REM ** BY A. L. WYATT **
65534 REM ** ALL COMMERCIAL **
65535 REM ** RIGHTS RESERVED **

```

```

10 SPEED= 100
20 HOME : PRINT TAB( 15);"MASTERMIND": P
  RINT
30 PRINT " WELCOME TO THE GAME OF MASTE
  RMIND....OBJECT OF THE GAME IS TO GUES
  S THE CORRECT COLOR COMBINATION O
  F FOUR"
40 PRINT "SQUARES. THE COMPUTER WILL ASK
  YOU FOR THE COLOR OF EACH POSITION.
  TO CHANGE THE COLOR OF THAT POSITION,
  USE THE GAMEPAD DDLLES. WHEN THE COLOR
  YOU WISH"
50 PRINT "APPEARS, HIT THE PADDLE BUTTON,
  AND THE COMPUTER WILL MOVE TO THE NEX
  T SQUARE. WHEN ALL FOUR SQUARES HAVE
  BEEN COM- PLETED, YOU WILL BE SHOWN
  HOW MANY"
60 PRINT "SQUARES WERE THE RIGHT COLOR, A
  ND IF THEY WERE IN THE RIGHT POSITI
  ON OR NOT."
70 PRINT "FOR EVERY COLOR YOU HAD THAT WA
  S A CORRECT COLOR (BUT IN THE WRO
  NG POSITION), YOU WILL SEE A SMALL TUR
  QUOISE DOT,"
80 PRINT "AND FOR EVERY COLOR YOU HAD THA
  T WAS A CORRECT COLOR AND ALSO IN THE
  CORRECT POSITION, YOU WILL SEE A SM
  ALL PINK DOT.THIS IS ALL THE HELP YOU
  ARE ALLOWED FROM THE COMPUTER."
90 GOSUB 710
100 SPEED= 255
110 HOME
120 Q = - 4:T = 0: GR
140 Q = Q + 5:H = 0
150 IF Q > 37 THEN Q = 1
160 T = T + 1
170 GOSUB 830
180 GOSUB 490
190 FOR X = 1 TO 4:G(X) = 0: NEXT
200 GOSUB 550
210 RW = 0:RR = 0: FOR X = 1 TO 4:F(X) = 0
  : NEXT

```

```

220 FOR X = 1 TO 4
230 IF G(X) = M(X) THEN RR = RR + 1:F(X)
  = 1
240 NEXT
250 FOR X = 1 TO 4: FOR Y = 1 TO 4
260 IF G(Y) = M(X) AND Y < > X AND F(X)
  = 0 THEN RW = RW + 1:F(X) = 1
270 NEXT : NEXT
280 H = 17
290 IF RR = 4 THEN 430
300 IF RW = 0 THEN 360
310 COLOR= 14
320 FOR X = 1 TO RW
330 H = H + 3
340 PLOT H,Q
350 NEXT
360 IF RR = 0 THEN 140
370 COLOR= 11
380 FOR X = 1 TO RR
390 H = H + 3
400 PLOT H,Q
410 NEXT
420 GOTO 140
430 FOR X = 1 TO RR
440 H = H + 3
450 PLOT H,Q
460 NEXT
470 PRINT "CONGRATULATIONS, YOU DID IT IN
  ";T: PRINT "TURNS !"
480 VTAB 23: PRINT "HIT RETURN TO CONTINU
  E.....";
482 GET CH$: IF CH$ < > CHR$(13) THEN
  482
484 PRINT "RUN MENU"
490 COLOR= 10
500 HLIN 0,3 AT Q: HLIN 0,3 AT Q + 1
510 HLIN 5,8 AT Q: HLIN 5,8 AT Q + 1
520 HLIN 10,13 AT Q: HLIN 10,13 AT Q + 1
530 HLIN 15,18 AT Q: HLIN 15,18 AT Q + 1
540 RETURN
550 FOR X = 1 TO 4
560 COLOR= 0
570 HLIN H,H + 3 AT Q: HLIN H,H + 3 AT Q

```

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## TOWERS

```

+ 1
580 FOR Z = 1 TO 100: NEXT
590 C = INT ( PDL (0) / 17)
600 IF C < 1 THEN C = 1
610 IF C > 3 AND C < 7 THEN C = 4
620 IF C < 11 AND C > 6 THEN C = 9
630 IF C > 10 AND C < 14 THEN C = 13
640 IF C > 13 THEN C = 15
650 COLOR = C
660 HLIN H,H + 3 AT Q: HLIN H,H + 3 AT Q
+ 1
670 FOR Z = 1 TO 100: NEXT
680 IF PEEK ( - 16287) < 128 THEN 560
690 G(X) = C
700 H = H + 5: NEXT X: RETURN
710 FOR X = 1 TO 4: M(X) = 0: NEXT
720 FOR X = 1 TO 4
730 M = INT (99 * RND (2))
740 IF M > 15 THEN 730
750 IF M = 0 THEN 730
760 IF M = 5 OR M = 6 OR M = 7 OR M = 8 OR
M = 10 OR M = 11 OR M = 12 OR M = 14
THEN 730
770 IF X = 1 THEN 800
780 FOR Y = 1 TO X: IF M = M(Y) THEN 730
790 NEXT Y
800 M(X) = M
810 NEXT X
820 RETURN
830 COLOR = 0: HLIN 0,30 AT Q: HLIN 0,30 AT
Q + 1: RETURN
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65533 REM ** BY A. L. WYATT **
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10 E = 0
20 FOR D = 1 TO 7: F1(D) = 0: F2(D) = 0: F3(
D) = 0: NEXT
30 HOME
40 PRINT : PRINT
50 PRINT TAB( 9); "TOWERS OF HANOI PUZZLE
": PRINT
60 PRINT "YOU MUST TRANSFER THE DISKS FRO
M THE LEFT TO THE RIGHT TOWER, ONE
AT A TIME,"
70 PRINT "NEVER PUTTING A LARGER ON A SMA
LLER DISK.": PRINT
80 INPUT "HOW MANY DISKS DO YOU WANT (7 I
S MAX) "; S
90 PRINT : PRINT
100 M = 0
110 IF S > 0 AND S < 8 THEN HOME : GOTO
160
120 E = E + 1: IF E > 3 THEN 140
130 PRINT "SORRY, BUT I CAN'T DO THAT JOB
FOR YOU.": GOTO 80
140 PRINT "ALRIGHT, WISE GUY, IF YOU CAN'
T PLAY THE GAME RIGHT, I'LL JUST TAKE M
Y PUZZLE "
150 PRINT "AND GO HOME. SO LONG !!!": GO
TO 1400
160 PRINT "IN THIS PROGRAM, WE SHALL REFE
R TO DISKS BY A NUMERICAL CODE. "
170 PRINT "3 WILL REPRESENT THE SMALLEST
DISK, 5 THE NEXT SIZE, 7 THE NEXT, A
ND SO ON, "
180 PRINT "UP TO 15. IF YOU DO THE PUZZL
E WITH 2 DISKS, THE CODE NAMES WOULD
BE 13 & 15."
190 PRINT "WITH THREE DISKS, THE CODE NAM
ES WOULD BE 11, 13 & 15, ETC. THE NE
EDLES ARE"
200 PRINT "NUMBERED FROM LEFT TO RIGHT, 1
TO 3. WE WILL START WITH THE DISKS
ON NEEDLE"
210 PRINT "1, AND ATTEMPT TO MOVE THEM TO
NEEDLE 3."

```

```

220 PRINT : PRINT "GOOD LUCK!!!!": PRINT
230 PRINT
240 PRINT "HIT <RETURN> TO BEGIN....";
250 GET AS: IF AS < > CHR$(13) THEN 25
0
260 HOME
270 Y = 7: D = 15
280 FOR X = S TO 1 STEP - 1
290 F1(Y) = D: D = D - 2: Y = Y - 1
300 NEXT
310 GOSUB 800: E = 0
320 GOSUB 1220
330 INPUT "WHICH DISK WOULD YOU LIKE TO M
OVE "; D
340 IF (D - 3) * (D - 5) * (D - 7) * (D -
9) * (D - 11) * (D - 13) * (D - 15) =
0 THEN 380
350 PRINT "ILLEGAL ENTRY.....YOU MAY ONL
Y TYPE 3, 5, 7, 9, 11, 13, OR 15."
360 E = E + 1: IF E < 3 THEN 320
370 PRINT : PRINT "STOP WASTING MY TIME.
GO BOTHER SOMEONE ELSE.....": PO
KE 34,0: GOTO 1400
380 FOR R = 1 TO 7
390 IF F1(R) = D THEN 440
400 IF F2(R) = D THEN 480
410 IF F3(R) = D THEN 520
420 NEXT
430 PRINT : PRINT "SORRY, BUT WE ARE NOT
USING THAT DISK IN THE GAME.": GOTO
320
440 FOR Q = R TO 1 STEP - 1
450 IF F1(Q) < D AND F1(Q) > 0 THEN 560
460 NEXT
470 GOTO 570
480 FOR Q = R TO 1 STEP - 1
490 IF F2(Q) < D AND F2(Q) > 0 THEN 560
500 NEXT
510 GOTO 570
520 FOR Q = R TO 1 STEP - 1
530 IF F3(Q) < D AND F3(Q) > 0 THEN 560
540 NEXT

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550 GOTO 570
560 PRINT "THAT DISK IS BELOW ANOTHER ONE
. MAKE ANOTHER CHOICE.": GOTO 320
570 E = 0
580 INPUT "PLACE DISK ON WHICH NEEDLE "; N
590 N = INT (N): IF N < 1 OR N > 3 TH
EN 610
600 ON N GOTO 630,940,1090
610 E = E + 1: IF E > 1 THEN PRINT "I TRI
ED TO WARN YOU, BUT YOU WOULDN'T LIS
TEN. BYE-BYE BIG SHOT!": POKE 34
,0: GOTO 1400
620 PRINT "I'LL ASSUME YOU HIT THE WRONG
KEY THIS TIME, BUT WATCH IT, I ONLY A
LLOW ONE MISTAKE.": GOTO 580
630 FOR Q = 1 TO 7
640 IF F1(Q) < > 0 THEN 670
650 NEXT Q
660 GOTO 690
670 IF D < F1(Q) THEN 690
680 GOTO 1310
690 FOR U = 1 TO 7
700 IF F1(U) < > 0 THEN 720
710 NEXT U
720 U = U - 1
730 IF F2(R) = D THEN F1(U) = F2(R): F2(R)
= 0: GOTO 750
740 IF F3(R) = D THEN F1(U) = F3(R): F3(R)
= 0
750 GOSUB 800
760 M = M + 1
770 IF M < = 128 THEN 320
780 PRINT "SORRY, BUT I HAVE ORDERS TO ST
OP IF YOU MAKE MORE THAN 128 MOVES."
790 GOTO 1400
800 POKE 34,0: HOME
810 FOR R = 1 TO 7: Z = 10
820 IF F1(R) = 0 THEN PRINT TAB( Z); ""
: GOTO 840
830 PRINT TAB( Z - INT (F1(R) / 2)); F
OR V = 1 TO F1(R): PRINT ""; NEXT :
PRINT

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840 NEXT
850 FOR R = 1 TO 7: Z = 20
860 IF F2(R) = 0 THEN PRINT TAB( Z); ""
: GOTO 880
870 PRINT TAB( Z - INT (F2(R) / 2)); F
OR V = 1 TO F2(R): PRINT ""; NEXT :
PRINT
880 NEXT
890 FOR R = 1 TO 7: Z = 30
900 IF F3(R) = 0 THEN PRINT TAB( Z); ""
: GOTO 920
910 PRINT TAB( Z - INT (F3(R) / 2)); F
OR V = 1 TO F3(R): PRINT ""; NEXT :
PRINT
920 NEXT
930 POKE 34,21: RETURN
940 FOR Q = 1 TO 7
950 IF F2(Q) < > 0 THEN 970
960 NEXT : GOTO 990
970 IF D < F2(Q) THEN 990
980 GOTO 1310
990 FOR U = 1 TO 7
1000 IF F2(U) < > 0 THEN 1020
1010 NEXT
1020 U = U - 1
1030 IF F1(R) = D THEN 1050
1040 IF F3(R) = D THEN 1070
1050 F2(U) = F1(R): F1(R) = 0
1060 GOTO 1080
1070 F2(U) = F3(R): F3(R) = 0
1080 GOTO 750
1090 FOR Q = 1 TO 7
1100 IF F3(Q) < > 0 THEN 1130
1110 NEXT Q
1120 GOTO 1150
1130 IF D < F3(Q) THEN 1150
1140 GOTO 1310
1150 FOR U = 1 TO 7
1160 IF F3(U) < > 0 THEN 1180
1170 NEXT
1180 U = U - 1
1190 IF F1(R) = D THEN F3(U) = F1(R): F1(R)
= 0: GOTO 750

```

```

1200 IF F2(R) = D THEN F3(U) = F2(R): F2(R)
= 0: GOTO 750
1210 GOTO 750
1220 FOR Q = 1 TO 7
1230 IF F1(Q) < > 0 THEN RETURN
1240 IF F2(Q) < > 0 THEN RETURN
1250 NEXT
1260 POKE 34,0: HOME : VTAB 8: PRINT "YOU
HAVE PERFORMED THE TASK IN "; M; " MOVE
S": PRINT
1270 PRINT "WOULD YOU LIKE TO TRY ANOTHER
GAME ? ";
1280 GET AS
1290 IF LEFT$(AS,1) < > "Y" THEN 1400
1300 GOTO 10
1310 PRINT "YOU CAN'T PLACE A LARGER DISK
ON A SMALLER DISK! YOU COULD
CRUSH IT!": GOTO 320
1400 PRINT
1410 PRINT "RUN MENU"
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10 DATA FRED,JOHN,CARL,ZEKE,ARCHIBALD,FRA
   NCINE,AGATHA,WILLIAM,MORTIMER,FANNY
20 DATA SMITH,ABERCROMBIE,HARKENPARKER,SN
   ERD,WHOSITS,SPITZINPOT,PEEZINPEPPER,BE
   LEAKE,GYTOPE,PEOW
30 DATA LIVING ROOM,DEN,DINING ROOM,STUDY
   ,KITCHEN,WATERCLOSET,BEDROOM,ATTIC,GUE
   ST ROOM,BASEMENT
40 DATA GUN,WRENCH,ROPE,CANDLESTICK,KNIFE
   ,POISON
50 DATA MR. MISER,MRS. SIPPY,CISSI SIPPY,
   COL. KENTUCKY,OLIVE PITTS,HEAVES,SPOT
60 FOR X = 1 TO 10: READ P$(X): NEXT : FO
   R X = 1 TO 10: READ L$(X): NEXT
70 FOR X = 1 TO 10: READ P$(X): NEXT : FO
   R X = 1 TO 6: READ W$(X): NEXT : FOR X
   = 1 TO 7: READ S$(X): NEXT
80 GOSUB 1760: NS = P$(R): P$ = NS: GOSUB 1
   760: NS = NS + " " + L$(R)
90 DIM R(10,6)
100 VS(1) = "O.K. EVERYONE IS HERE....WHAT
   'S THE BIG ANNOUNCEMENT ?"
110 VS(2) = "LAY IT ON US, OH EXALTED DETE
   CTIVE....."
120 VS(3) = "THINK YOU GOT THE ANSWER ? W
   E'LL SEE...."
130 VS(4) = "I HOPE YOU ARE NOT WASTING OU
   R TIME....."
140 VS(5) = "OH, NO.....NOT ANOTHER THEORY
   ....."
150 VS(6) = "THE KILLER IS GETTING CLOSER.
   ...I HOPE YOU HAVE THE ANSWER...."
160 VS(7) = "SOMEONE IN THIS ROOM MAY KILL
   YOU IF YOU DON'T HAVE THE CORRECT ANSW
   ER...."
170 VS(8) = "TIME IS RUNNING OUT.....DO YO
   U HAVE THE ANSWER ?"
180 VS(9) = "GETTING CLOSE, HUH ? COULD B
   E DANGEROUS AROUND HERE SOON...."
190 VS(10) = "THE SURGEON GENERAL HAS WARN
   ED THAT TOO MANY THEORIES WITH THE KIL
   LER NEAR COULDBE HAZARDOUS TO YOUR HEA

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LTH."
200 XS(1) = "NOT QUITE..."
210 XS(2) = "WRONG AGAIN..."
220 XS(3) = "ARE YOU KIDDING ?"
230 XS(4) = "WRONGO !"
240 XS(5) = "SINCE WHEN ?"
250 XS(6) = "THINK AGAIN..."
260 XS(7) = "GOOD TRY, BUT..."
270 XS(8) = "THINK SO, HUH ?"
280 XS(9) = "I DOUBT IT..."
290 XS(10) = "BAD JUDGEMENT..."
300 HOME : PRINT TAB( 7);"WELCOME TO SHE
   RLOCK'S HOME": PRINT
310 PRINT " THE OBJECT OF THE GAME IS TO
   GUESS": PRINT CHR$( 34);"WHO DUNNIT"
   ; CHR$( 34);". THE COMPUTER WILL CHOO
   SE"
320 PRINT "THE KILLER, THE PLACE THE CRIM
   E WAS COMMITTED, AND THE MURDER WE
   APON. SINCE THE LOCAL POLICE WERE COMP
   LETELY BAFFLED BY THIS COMPUTER-ASSISTE
   D CRIME, YOU,"
330 PRINT "AS THE WORLD'S FOREMOST AUTHOR
   ITY ON COMPUTER CRIME (WHAT WE IN T
   HE TRADE REFER TO AS 'C.C. '), HAVE
   BEEN CALLED"
340 PRINT "IN TO DISCOVER THE ANSWER."
350 PRINT : PRINT " THE ONLY ESTABLISHED
   FACT IS THAT THE CRIME TOOK PLACE SOM
   EWHERE IN AN OLD DESERTED MANSION K
   NOWN ONLY AS "; CHR$( 34);"SHER-"
360 PRINT "LOCK'S HOME"; CHR$( 34);" (ONC
   E OWNED BY THE LATE"
370 PRINT "JOHN SPENCER SHERLOCK III, RIC
   H AND FAMOUS MYSTERY AUTHOR)."
380 GOSUB 1780
390 QS = " THE ": IF LEN (NS) + 19 > 39 T
   HEN 420
400 Q1$ = QS + "POOR ": IF LEN (NS) + 22
   > 39 THEN QS = Q1$: GOTO 420
410 QS = QS + "HAPLESS "
420 PRINT QS;"VICTIM";"NS;";": PRINT "RE
   FUSES TO ANSWER ANY OF THE QUESTIONS

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   POSED BY THE POLICE, SO YOU HAVE NOTHI
   NG MORE TO GO ON EXCEPT YOUR WIT, COURA
   GE,"
430 PRINT "AND CUNNING.": PRINT : PRINT "
   THE ROOMS IN THE HOUSE ARE AS FOLLO
   W:"
440 FOR X = 1 TO 9 STEP 2: PRINT P$(X); T
   AB( 20);P$(X + 1): NEXT
450 PRINT : PRINT " YOU MAY ENTER ANY RO
   OM IN THE HOUSE SIMPLY BY TYPING 'GO
   ' AND THEN THE NAME OF THE ROOM."
460 GOSUB 1780
470 PRINT " THE MURDER WEAPONS ARE:"
480 PRINT : FOR X = 1 TO 5 STEP 2: PRINT
   W$(X); TAB( 20);W$(X + 1): NEXT
490 PRINT : PRINT " THESE ITEMS LAY SCAT
   TERED THROUGHOUT THE HOUSE. THE POSS
   IBLE SUSPECTS (AND THEIR OCCUPATIONS)
   ARE:" : PRINT
500 PRINT "MR. MISER"; TAB( 20);"MILLIONA
   IRE"
510 PRINT "MRS. SIPPY"; TAB( 20);"HOUSEWI
   FE"
520 PRINT "CISSI SIPPY"; TAB( 20);"HOUSEW
   IFE'S DAUGHTER"
530 PRINT "COL. KENTUCKY"; TAB( 20);"REST
   AURANT MAGNATE"
540 PRINT "OLIVE PITTS"; TAB( 20);"FRUIT
   GROWER"
550 PRINT "HEAVES"; TAB( 20);"FAMILY BUTL
   ER"
560 PRINT "SPOT"; TAB( 20);"FAMILY DOG"
570 PRINT : PRINT " ALL OF THE ABOVE HAD
   A MOTIVE TO HAVE"
580 PRINT "KILLED";NS;". "
590 GOSUB 1780
600 PRINT " YOUR JOB IS TO GO FROM ROOM
   TO ROOM AND DECIDE WHO KILLED POOR "
   ;P$;". "
610 PRINT : PRINT " WHEN YOU WISH TO VEN
   TURE A GUESS AS TO WHO DID IT, ENTER '*'
   AS YOUR COMMAND. EVERYONE WILL THEN
   COME TO THE ROOM YOU ARE IN FOR THE B

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   RILLIANT ANNOUNCEMENT."
620 PRINT : PRINT " SOME OF THE COMPLICA
   TIONS ARE THAT YOU MUST ANNOUNCE YOUR T
   HEORY IN THE ROOM YOU THINK THE MURD
   ER HAPPENED IN. FOR"
630 PRINT "EXAMPLE, IF YOU THINK THE MURD
   ER TOOK PLACE IN THE DEN, YOU MUST A
   NNOUNCE IT IN THE DEN. ALSO, YOU MUS
   T BE CARRYING THE MURDER WEAPON YOU TH
   INK WAS USED IN THE DIRTY DEED."
640 PRINT : PRINT " YOU MAY PICK UP WEAP
   ONS AND MOVE THEM FROM ROOM TO ROOM BY
   TYPING 'TAKE ' AND THE NAME OF THE WE
   APON. FOR EXAMPLE, TOPICK UP THE GUN,
   THE COMMAND WOULD BE 'TAKE GUN'."
650 GOSUB 1780
660 PRINT " YOU MAY ONLY CARRY ONE WEAPO
   N AT A TIME. YOU MAY ALSO DROP ANY
   WEAPON BY THE COMMAND 'DROP ' AND TH
   E NAME OF THE WEAPON."
670 PRINT
680 PRINT " ALSO, AS A FINAL NOTE, THE K
   ILLER HAS AN ADVERSION TO GETTING CAUG
   HT. AS TIME GOES ON, YOU MAY GET KILLE
   D BY THE KILLER, SO TRY TO DISCOV
   ER WHO DID THE DASTARDLY DEED BEFORE
   YOU BECOME THE NEXT VICTIM."
690 PRINT : PRINT " BY THE WAY, EVERY GO
   OD DETECTIVE HAS A LITTLE NOTEBOOK HE
   CARRIES AROUND WITH HIM. IT MIGHT BE
   A GOOD IDEA IF YOU DID TOO."
700 VTAB 23: PRINT "READY TO PLAY (Y/N) ?
   ";
710 GET IS: IF IS < > "Y" THEN 300
720 GOSUB 1760: C(1) = R
730 GOSUB 1760: IF R > 6 THEN 730
740 C(2) = R
750 GOSUB 1760: IF R > 7 THEN 750
760 C(3) = R: UL = 50: GOSUB 1760: P(1) = R:
   P(2) = 0: GOSUB 1760: UL = UL - R
770 FOR X = 1 TO 10: R(X,0) = 0: F(X) = 0:
   NEXT
780 FOR X = 1 TO 6

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```

790 GOSUB 1760: IF R > 6 THEN 790
800 IF F(R) = 1 THEN 790
810 T = R: F(R) = 1
820 GOSUB 1760: R(R,R(0) + 1) = T: R(R,0)
   = R(R,0) + 1
830 NEXT : HOME : POKE 37,10
840 FOR Z = 1 TO UL
850 GOSUB 1810
860 PRINT
870 INPUT "COMMAND ? "; IS
880 IF IS = "*" THEN GOSUB 990: GOTO 930

890 IF LEFT$(IS,2) = "GO" THEN GOS
   UB 1330: GOTO 930
900 IF LEFT$(IS,4) = "TAKE" THEN GOSUB
   1470: GOTO 930
910 IF LEFT$(IS,4) = "DROP" THEN GOSUB
   1650: GOTO 930
920 PRINT : PRINT "SORRY, SIR, BUT I DON'
   T UNDERSTAND WHAT YOU MEAN BY "; IS
930 NEXT
940 TEXT : HOME : PRINT "SORRY TO REPORT,
   SIR, THAT YOU HAVE JOINED ";NS;
   "IN THAT"
950 PRINT "GREAT PRECINCT HOUSE IN THE SK
   Y.": PRINT
960 PRINT "CHALK ANOTHER MURDER UP TO ";S
   $(C(3));".": PRINT
970 PRINT "BY THE WAY, THE MURDER WEAPON
   WAS THE": PRINT W$(C(2));" AND IT WAS
   DONE IN THE": PRINT P$(C(1));". "
980 PRINT : GOTO 1900
990 IF P(2) = 0 THEN PRINT "SORRY, BUT Y
   OU ARE CARRYING NO MURDER WEAPON....
   REMEMBER THE RULES, SIR !": PRINT :
   RETURN
1000 TEXT : HOME
1010 Q1 = 5: IF Z > (Z / 3) * 2 THEN Q1 =
   10
1020 GOSUB 1760: IF R > Q1 THEN 1020
1030 PRINT VS(R): PRINT
1040 PRINT "ACCORDING TO YOU, THE MURDER
   OF POOR": PRINT NS;" WAS DONE IN THE"

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1050 PRINT P$(P(1));" WITH THE ";W$(P(2))
   ;". "
1060 PRINT : PRINT "NOW, THE QUESTION IS
   'WHO DID IT' ?": PRINT
1070 FOR X = 1 TO 7: PRINT X;" ";S$(X):
   NEXT : PRINT
1080 INPUT "WHAT IS THE CULPRIT'S NUMBER
   ? "; I
1090 GOSUB 1760: IF R > 3 THEN 1090
1100 ON R GOTO 1110,1250,1290
1110 PRINT : IF C(1) < > P(1) THEN 1190
1120 IF C(2) < > P(2) THEN 1210
1130 IF C(3) < > I THEN 1230
1140 PRINT : PRINT "CONGRATULATIONS, SIR.
   ...YOU SOLVED THE CASE (PERSONALLY, S
   IR, I NEVER DOUBTED YOUR VERACITY FOR
   A MINUTE.). "
1150 PRINT : PRINT "WOULD YOU LIKE ANOTHE
   R ASSIGNMENT, OR ARE YOU DUE FOR A V
   ACATION (A/V) ?";
1160 GET IS: IF IS < > "A" AND IS < > "
   V" THEN 1160
1165 PRINT IS
1170 IF IS = "V" THEN TEXT : HOME : PRIN
   T "HAVE A GOOD VACATION, SIR....HURRY
   BACK SOON !": GOTO 1900
1180 GOTO 300
1190 PRINT : GOSUB 1760: PRINT XS(R)
1200 PRINT "THE ";P$(P(1));" WAS NOT THE
   CORRECT": PRINT "ROOM !": PRINT : RE
   TURN
1210 PRINT : GOSUB 1760: PRINT XS(R)
1220 PRINT W$(P(2));" IS THE WRONG WEAPON
   , SIR !": PRINT : RETURN
1230 PRINT : GOSUB 1760: PRINT XS(R)
1240 PRINT S$(I);" HAS A PERFECT ALABI,":
   PRINT "SIR !": PRINT : RETURN
1250 IF C(2) < > P(2) THEN 1210
1260 IF C(3) < > I THEN 1230
1270 IF C(1) < > P(1) THEN 1190
1280 GOTO 1140
1290 IF C(3) < > I THEN 1230
1300 IF C(1) < > P(1) THEN 1190

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1310 IF C(2) < > P(2) THEN 1210
1320 GOTO 1140
1330 IF LEN (IS) < 4 THEN 1380
1340 FOR X = 1 TO 10
1350 IF RIGHTS (IS, LEN (IS) - 2) = PS(X)
) THEN 1400
1360 IF RIGHTS (IS, LEN (IS) - 3) = PS(X)
) THEN 1400
1370 NEXT
1380 PRINT : PRINT "SORRY, I CANNOT GO TH
ERE, SIR. IT DOES NOT SEEM TO BE IN S
HERLOCK'S HOME !"
1390 PRINT : RETURN
1400 IF X = P(1) THEN POP : PRINT : PRIN
T "SIR, WE SEEM TO BE IN THE ";PS(X):
PRINT "ALREADY !": GOTO 860
1410 IF X < > 6 THEN 1450
1420 GOSUB 1760: IF R > 4 THEN 1450
1430 PRINT : PRINT "SORRY, THE ";PS(6);"
IS IN USE AT": PRINT "THIS TIME. TRY
AGAIN LATER...."
1440 RETURN
1450 P(1) = X
1460 RETURN
1470 IF LEN (IS) < 6 THEN 1520
1480 FOR X = 1 TO 6
1490 IF RIGHTS (IS, LEN (IS) - 4) = WS(X)
) THEN 1530
1500 IF RIGHTS (IS, LEN (IS) - 5) = WS(X)
) THEN 1530
1510 NEXT
1520 PRINT : PRINT "SORRY, SIR, I DON'T T
HINK THAT WEAPON ISIN THIS CASE !":
RETURN
1530 IF R(P(1),0) = 0 THEN PRINT : PRINT
"SORRY, SIR, BUT THERE SEEMS TO BE NO
WEAPONS IN THIS ROOM.....PERHAPS S
OME- WHERE ELSE ?": RETURN
1540 FOR Y = 1 TO R(P(1),0)
1550 IF R(P(1),Y) = X THEN 1580
1560 NEXT
1570 PRINT : PRINT "SORRY, SIR, BUT I DON
'T SEE THAT WEAPON IN THIS ROOM !":

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RETURN
1580 T = P(2):P(2) = R(P(1),Y):R(P(1),Y) =
T
1590 IF T > 0 THEN RETURN
1600 R(P(1),Y) = R(P(1),R(P(1),0))
1630 R(P(1),0) = R(P(1),0) - 1
1640 RETURN
1650 IF LEN (IS) < 6 THEN 1710
1660 IF P(2) = 0 THEN PRINT : PRINT "SOR
RY, BUT I AM NOT CARRYING ANYTHING, S
IR !": RETURN
1670 FOR X = 1 TO 6
1680 IF RIGHTS (IS, LEN (IS) - 4) = WS(X)
) THEN 1720
1690 IF RIGHTS (IS, LEN (IS) - 5) = WS(X)
) THEN 1720
1700 NEXT
1710 PRINT : PRINT "SORRY, SIR, I DON'T T
HINK THAT WEAPON ISIN THIS CASE !":
RETURN
1720 IF X < > P(2) THEN PRINT : PRINT "
SORRY, SIR, BUT I AM NOT CARRYING THAT
WEAPON !": PRINT : RETURN
1730 R(P(1),0) = R(P(1),0) + 1:R(P(1),R(P
1),0)) = P(2):P(2) = 0
1740 RETURN
1750 GOTO 1900
1760 R = RND (1.5):R = INT (R * 10.94):
IF R < 1 OR R > 10 THEN 1760
1770 RETURN
1780 VTAB 23: PRINT "HIT 'RETURN' TO CONT
INUE...."
1790 GET IS: IF IS < > CHRS (13) THEN 1
790
1800 HOME : RETURN
1810 POKE 34,0:CP = PEEK (37): VTAB 1: P
OKE 35,7: HOME
1820 PRINT "ROOM: ";PS(P(1))
1830 PRINT "CARRYING: ";WS(P(2))
1840 PRINT "VICTIM: ";NS
1850 PRINT : PRINT "VISIBLE: ";
1860 IF R(P(1),0) = 0 THEN 1890
1870 FOR X = 1 TO R(P(1),0)

```

```

1880 PRINT WS(R(P(1),X));" ";: NEXT
1890 PRINT : POKE 35,24: POKE 37,CP: POKE
34,7: RETURN
1900 VTAB 20: PRINT "HIT RETURN TO CONTIN
UE....."
1910 GET CHS: IF CHS < > CHRS (13) THEN
1910
1920 PRINT : PRINT "RUN MENU"
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```

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#### ATTACK OF THE ZARGONS

```

10 DATA 173,48,192,136,208,4,198,1,240,8,
202,208,246,166,0,76,3,3,96
20 FOR X = 771 TO 789: READ I: POKE X,I:
NEXT
25 HOME : SPEED= 100:AS = "ATTACK OF THE
ZARGONS": HTAB 10: GOSUB 900: PRINT :
PRINT :AS = " THEY ARE COMING.....
---": GOSUB 900: PRINT : PRINT : PRINT
:AS = ".....GOOD LUCK !": GOSUB
900: SPEED= 255
40 PRINT "BLODARC.OBJ"
42 M1 = PEEK (115):M2 = PEEK (116)
50 HIMEM: 8192
60 POKE 232,32: POKE 233,78
65 DIM STS(15): FOR X = 1 TO 15: READ STS
(X): NEXT
70 HOME :T = 0:R1 = INT ( PDL (0)):Y = 2
0:A = 0:B = 265:C = 5
80 HGR : ROT= 0: SCALE= 1: XDRAW 2 AT R1,
150
100 HOME : VTAB 23: HTAB 6: PRINT "ENERGY
UNITS STOLEN: ";T
110 FOR Y = 20 TO 130 STEP 5
120 FOR X = A TO B STEP C
140 XDRAW 1 AT X,Y: GOSUB 540
160 IF RND (2) < .1 THEN GOSUB 440
170 XDRAW 1 AT X,Y
180 NEXT
190 GOSUB 300
195 IF SF < 2 THEN T = INT (T * M): VTAB
23: HTAB 28: CALL - 868: PRINT T
220 SF = 0:TP = A:A = B:B = TP:C = - C
230 NEXT
240 GOTO 330
300 IF T = 0 THEN T = - 2
305 M = .5: IF T < 0 THEN M = 1 + (1 / (A
BS (T) / 100))
310 RETURN
330 TEXT : HOME
340 IF T > 2000 THEN 380
350 PRINT "THIS HAS BEEN A SAD DAY FOR TH
E EARTH. ALL HAS BEEN LOST. THE ZARG

```

```

ONS HAD ENOUGH POWER LEFT TO DESTROY
THE EARTH. "
360 PRINT "YOUR SCORE OF ";T;" JUST WASN'
T GOOD"
370 PRINT "ENOUGH.": PRINT : PRINT : GOTO
410
380 PRINT "CONGRATULATIONS.....YOU HAVE S
UCCESSFULLYDEFENDED THE EARTH AGAINST T
HE ZARGONS. "
390 PRINT "YOUR SCORE OF ";T;" WAS VERY C
OMMENDABLE.": PRINT
400 PRINT "THANKS TO YOUR BRAVERY AND SKI
LL IN COMBAT, YOU HAVE BEEN AWARDE
D (BY ACT)"
402 GOSUB 1020:X1$ = "OF CONGRESS), THE S
TATE OF " + ST$(X): IF LEN (X1$) < 37
THEN X1$ = X1$ + " IN": IF LEN (X1$)
< 35 THEN X1$ = X1$ + " DEEP": PRINT
X1$: PRINT "GRATITUDE.": GOTO 408
404 IF RIGHTS (X1$,2) = "IN" THEN PRINT
X1$: PRINT "DEEP GRATITUDE.": GOTO 40
8
406 PRINT X1$: PRINT "IN DEEP GRATITUDE."
409 PRINT : PRINT
410 PRINT "WOULD YOU LIKE TO PLAY AGAIN ?
";
420 GET IS: PRINT IS: IF IS < > "Y" THEN
POKE 115,M1: POKE 116,M2: PRINT "RU
N MENU"
430 GOTO 70
440 HCOLOR= 3:FL = 0
450 Y8 = 155:Y9 = 155: IF X + 1 > R1 - 6 A
ND X + 1 < R1 + 6 THEN Y8 = 138:FL = 1
460 IF X + 10 > R1 - 6 AND X + 10 < R
1 + 6 THEN Y9 = 138:FL = 1
470 POKE 0,96: POKE 1,4: CALL 771
480 HPLLOT X + 1,Y + 1 TO X + 1,Y8: HPLLOT
X + 10,Y + 1 TO X + 10,Y9
490 IF FL = 2 THEN RETURN
500 GOSUB 300
505 IF FL = 1 THEN T = INT (T * M): VTAB

```

```

23: HTAB 28: CALL - 868: PRINT T
510 HCOLOR= 0:FL = 2
520 GOTO 480
530 END
540 R = PDL (0) + 10
550 XDRAW 2 AT R1,150
560 R1 = R
570 XDRAW 2 AT R1,150
580 IF PEEK ( - 16287) > 127 THEN GOSUB
600
590 RETURN
600 U = 0: HCOLOR= 3:T = T - 5
610 IF R1 < X OR R1 > (X + 11) THEN 630
620 U = Y + 1:T = T + 100:SF = SF + 1
630 VTAB 23: HTAB 28: CALL - 868: PRINT
T
640 HPLLOT R1,135 TO R1,U
650 POKE 0,192: POKE 1,4: CALL 771
660 HCOLOR= 0: HPLLOT R1,135 TO R1,U: RETU
RN
900 FOR X = 1 TO LEN (AS)
910 PRINT MIDS (AS,X,1);
912 IF MIDS (AS,X,1) = " " THEN 920
915 POKE 0, RND (1) * 50 + 50: POKE 1,5:
CALL 771
920 NEXT : PRINT : RETURN
1000 DATA ALASKA,UTAH,NEVADA,ARIZONA,NEW
MEXICO,WYOMING,MONTANA,SOUTH DAKOTA,NO
RTH DAKOTA,IDAHO,IOWA,KANSAS,NEBRASKA,
OKLAHOMA,WISCONSIN
1020 X = INT ( RND (1) * 33): IF X < 1 OR
X > 15 THEN 1020
1025 RETURN
65532 REM ** COPYRIGHT 1981 **
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# PHASER PRACTICE

```

4 M1 = PEEK (115):M2 = PEEK (116)
5 PRINT "BLOODOBJ.PP"
6 POKE 232,76: POKE 233,29
7 HIMEM: 7499
8 S = - 16336
10 TS(1) = "OVERARM":TS(2) = "SIDEARM":TS(
3) = "UNDERARM"
15 HS(0) = "MISS !":HS(1) = "10 POINTER !":
HS(2) = "20 POINTER !":HS(3) = "30 PO
INTER !":HS(5) = "BULLSEYE !"
20 HOME : PRINT TAB( 13);"PHASER PRACTIC
E": PRINT
30 PRINT "THE OBJECT OF THE GAME IS TO BE
THE FIRST PLAYER TO ACCUMULATE 25
0 CREDITS BY FIRING A PHASER AT A TAR
GET."
40 PRINT : PRINT "THE ZONES ON THE TARGET
HAVE POINT VALUES OF 10, 20, 30,
AND 50 POINTS."
50 PRINT : PRINT "SHOT TYPE OF SHOT":
TAB( 27);"VALUE"
60 PRINT "-----"; TAB( 27)
; "-----"
70 PRINT " 1"; TAB( 10);TS(1); TAB( 25);"
50 PTS OR MISS"
80 PRINT " 2"; TAB( 10);TS(2); TAB( 25);"
10, 20 OR 30"
90 PRINT " 3"; TAB( 10);TS(3); TAB( 25);"
ANYTHING"
100 DIM W(10):R = 0:M = 0
120 PRINT : INPUT "HOW MANY PLAYERS ? ";N

130 IF N > 3 THEN PRINT : PRINT "
SORRY, THIS IS A CLOSED GAME....ONLY U
P TO 3 PLAYERS ALLOWED AT A TIME !":
GOTO 120
140 PRINT : FOR X = 1 TO N
150 PRINT : PRINT "NAME OF PLAYER #";X;:
INPUT " ? ";AS(X)
155 S(X) = 0
160 NEXT : HOME : GOSUB 900
170 VTAB 21: PRINT "ROUND:"

```

```

171 POKE 32,14: VTAB 21: FOR X = 1 TO N:
PRINT AS(X);": 0": NEXT : POKE 32,0
175 R = R + 1: VTAB 21: HTAB 7: PRINT "
": HTAB 9: PRINT R
180 FOR X = 1 TO N
200 VTAB (20 + X): HTAB 15: CALL - 868:
INVERSE : PRINT AS(X);": NORMAL : P
RINT " ";S(X)
205 VTAB 23: PRINT " ": VTAB
23: PRINT "SHOT ? ";
210 GET CH$: IF CH$ = CHR$( 27) THEN TE
XT : HOME : GOTO 440
220 T = VAL (CH$): IF T < 1 OR T > 3 THEN
210
230 PRINT T
240 ON T GOTO 250,260,270
250 P1 = .6:P2 = .6:P3 = .6:P4 = .6: GOTO
280
260 P1 = .99:P2 = .77:P3 = .43:P4 = .0001:
GOTO 280
270 P1 = .95:P2 = .75:P3 = .45:P4 = .05
280 U = RND (2)
290 IF U > P1 THEN B = 50: GOTO 335
300 IF U > P2 THEN B = 30: GOTO 335
310 IF U > P3 THEN B = 20: GOTO 335
320 IF U > P4 THEN B = 10: GOTO 335
330 B = 0
335 REM
340 S(X) = S(X) + B: VTAB 23: PRINT "
": VTAB 23: PRINT HS(B / 10)
342 GOSUB 600
345 VTAB (20 + X): HTAB 15: CALL - 868:
PRINT AS(X);": ";S(X)
350 NEXT
370 FOR X = 1 TO N
380 IF S(X) > 249 THEN M = M + 1:W(M) = X
390 NEXT
400 IF M = 0 THEN 175
410 TEXT : HOME : PRINT "WE HAVE A WINNER
IN ROUND # ";R
420 FOR X = 1 TO M
430 PRINT : PRINT AS(W(M));" SCORED ";S(W

```

```

(M));" POINTS !"
440 PRINT : PRINT : PRINT
450 PRINT "CARE TO PLAY AGAIN ? ";: GET A
S
460 IF AS = "Y" THEN R = 0:M = 0: GOTO 12
0
470 HOME : VTAB 8: PRINT "THANX FOR THE G
AME !!"
475 POKE 115,M1: POKE 116,M2
480 VTAB 1: PRINT "RUN MENU"
600 L = B / 10: IF B = 5 THEN B = 4
602 L = 5 - L
604 I = INT ( RND (2) * 361): IF I < 1 OR
I > 359 THEN 604
605 Y1 = L * SIN (I / 57.3) * 20:X1 = L *
COS (I / 57.3) * 20
605 L = L - 1:Y2 = L * SIN (I / 57.3) * 2
0:X2 = L * COS (I / 57.3) * 20
607 Y1 = INT (80 - Y1):Y2 = INT (80 - Y2
):X1 = INT (140 + X1):X2 = INT (140
+ X2)
608 GOSUB 700:Y3 = Y1 - RN: IF Y3 < Y2 TH
EN Y3 = Y2
609 GOSUB 700:X3 = X1 - RN: IF X3 < X2 TH
EN X3 = X2
610 HCOLOR = 3: HPLOT 0,160 TO X3,Y3: HPLO
T 279,160 TO X3,Y3
660 SCALE = 2: ROT = 0: FOR Z = 1 TO 10
662 XDRAW 1 AT X3,Y3
665 FOR Z1 = 1 TO 6
666 SO = PEEK (S):SO = PEEK (S):SO = PE
EK (S)
667 NEXT
668 XDRAW 1 AT X3,Y3
669 NEXT
670 HCOLOR = 0: HPLOT 0,160 TO X3,Y3: HPLO
T 279,160 TO X3,Y3
680 RETURN
700 RN = INT ( RND (2) * 11): IF RN > 10
OR RN < 1 THEN 700
705 RETURN
900 HGR
905 HCOLOR = 3

```

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```

907 FOR Z = 1 TO 4
910 FOR I = 0 TO 360 STEP 4
915 T = I / 57.3
920 Y = Z * SIN (T) * 20:X = Z * COS (T)
* 20
930 IF I = 0 THEN HPLOT 140 + X,80 - Y
940 HPLOT TO 140 + X,80 - Y
950 NEXT : NEXT : RETURN
65532 REM ** COPYRIGHT 1981 **
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```

## ACEY-DUCEY

```

2 M1 = PEEK (115):M2 = PEEK (116)
3 HIMEM: 8192
4 DIM CS(14): POKE 232,32: POKE 233,78: P
RINT "BLOODCARDS"
5 DATA 2,3,4,5,6,7,8,9,10,JACK,QUEEN,KING
,ACE
10 FOR X = 2 TO 14: READ CS(X): NEXT
11 ROT = 0: SCALE = 1
15 GOTO 100
20 Q = INT (Q * 100 + .5) / 100
21 QS = STR$(Q): IF INT (Q) = Q THEN QS
= QS + "."
22 Q1$ = RIGHTS (QS,3): IF LEFT$(Q1$,1)
< > "." THEN QS = QS + "0": GOTO 22
23 RETURN
50 R = INT ( RND (1) * 17): IF R < 2 OR R
> 14 THEN 50
55 RETURN
75 K = PEEK ( - 16384): IF K < 128 THEN 7
5
80 POKE - 16368,0: RETURN
100 HOME
110 PRINT "ACEY-DUCEY IS PLAYED IN THE FO
LLOWING MANNER:" : PRINT : PRINT "THE
DEALER (COMPUTER) DEALS TWO CARDS"
120 PRINT "FACE UP. YOU HAVE THE OPTION T
O BET OR NOT TO BET DEPENDING ON WHET
HER OR NOT YOU FEEL THE NEXT CARD DEA
LT WILL HAVE AVALUE BETWEEN THE FIRST
TWO."
130 PRINT : PRINT "IF YOU DO NOT WISH TO
PLACE A BET, THEN TYPE A '0' FOR YOUR
BET.": PRINT
140 PRINT "TIES WITH YOUR UPPER AND LOWER
CARDS AREAUTOMATICALLY WON BY THE HOU
SE."
150 VTAB 23: PRINT "HIT 'RETURN' TO CONTI
NUE....":
160 GET IS: IF IS < > CHR$( 13) THEN 16
0
165 HOME : HGR
170 VTAB 21: PRINT "STAKE:"

```

```

176 VTAB 22: PRINT "YOUR WAGER: $"
180 Q = 100
190 GOSUB 20
200 VTAB 21: HTAB 8: CALL - 868: PRINT Q
$
210 IF Q = 0 THEN 450
230 GOSUB 50:A = R
240 GOSUB 50:B = R
250 IF A > = B THEN 230
255 GOSUB 500
257 X = 20
258 GOSUB 50: IF R > 4 THEN 258
259 ST = R
260 ON (A - 1) GOSUB 1200,1300,1400,1500,
1600,1700,1800,1900,2000,2100,2200,230
0,2400
265 X = 100
266 GOSUB 50: IF R > 4 THEN 266
267 ST = R
270 ON (B - 1) GOSUB 1200,1300,1400,1500,
1600,1700,1800,1900,2000,2100,2200,230
0,2400
280 REM
300 VTAB 22: HTAB 14: CALL - 868: INPUT
";MS
305 M = VAL (MS)
310 IF M = 0 THEN VTAB 23: CALL - 868:
PRINT "CHICKEN !": GOTO 200
315 IF MS = QS THEN 350
320 IF M < = Q THEN 350
330 VTAB 23: CALL - 868: PRINT "SORRY, B
UT YOU ONLY HAVE $";QS: GOTO 280
350 GOSUB 50:C = R
355 GOSUB 50: IF R > 4 THEN 355
356 ST = R
362 X = 180
365 ON (C - 1) GOSUB 1200,1300,1400,1500,
1600,1700,1800,1900,2000,2100,2200,230
0,2400
370 IF A > = C THEN 420
380 IF C > = B THEN 420
390 VTAB 23: CALL - 868: PRINT "YOU WIN
!!!!!"

```

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```

400 Q = Q + M
410 FOR DE = 1 TO 2500: NEXT : VTAB 23: C
ALL - 868: GOTO 190
420 VTAB 23: CALL - 868: PRINT "SORRY, B
UT YOU LOSE !"
440 Q = Q - M
445 FOR DE = 1 TO 2500: NEXT : VTAB 23: C
ALL - 868: GOTO 190
450 TEXT : HOME
460 PRINT "SORRY, FRIEND, BUT YOU BLEW YO
U ENTIRE STAKE !": PRINT
470 PRINT "TRY AGAIN (Y/N)?": GOSUB 75
480 IF K = 217 THEN 165
490 PRINT "HOPE YOU HAD FUN!!!"
492 POKE 115,M1: POKE 116,M2
495 PRINT "RUN MENU"
500 HGR
510 HCOLOR= 3
520 FOR X = 20 TO 80
540 HPLLOT X,10 TO X,75
550 HPLLOT X + 80,10 TO X + 80,75
555 HPLLOT X + 160,10 TO X + 160,75
560 NEXT
570 RETURN
1200 X = X + 30
1205 Y = 38: XDRAW ST AT X,Y
1210 Y = 55: XDRAW ST AT X,Y
1220 RETURN
1300 X = X + 15
1310 Y = 34: XDRAW ST AT X,Y
1315 X = X + 15
1320 Y = 47: XDRAW ST AT X,Y
1325 X = X + 15
1330 Y = 62: XDRAW ST AT X,Y
1340 RETURN
1400 X = X + 20
1405 Y = 38: XDRAW ST AT X,Y
1410 X = X + 20
1415 XDRAW ST AT X,Y
1420 X = X - 20
1425 Y = 56: XDRAW ST AT X,Y
1430 X = X + 20
1435 XDRAW ST AT X,Y

```

```

1440 RETURN
1500 FOR Z = X + 15 TO X + 45 STEP 15
1510 IF Z = X + 30 THEN 1540
1520 Y = 34: XDRAW ST AT Z,Y
1530 Y = 62: XDRAW ST AT Z,Y
1535 GOTO 1550
1540 Y = 47: XDRAW ST AT Z,Y
1550 NEXT
1560 RETURN
1600 FOR Z = X + 20 TO X + 40 STEP 20
1610 Y = 34: XDRAW ST AT Z,Y
1620 Y = 47: XDRAW ST AT Z,Y
1630 Y = 62: XDRAW ST AT Z,Y
1640 NEXT
1650 RETURN
1700 FOR Z = X + 15 TO X + 45 STEP 15
1710 IF Z = X + 30 THEN 1760
1720 Y = 34: XDRAW ST AT Z,Y
1730 Y = 47: XDRAW ST AT Z,Y
1740 Y = 62: XDRAW ST AT Z,Y
1750 GOTO 1770
1760 Y = 47: XDRAW ST AT Z,Y
1770 NEXT
1780 RETURN
1800 FOR Z = X + 20 TO X + 40 STEP 20
1810 Y = 31: XDRAW ST AT Z,Y
1820 Y = 42: XDRAW ST AT Z,Y
1830 Y = 53: XDRAW ST AT Z,Y
1840 Y = 64: XDRAW ST AT Z,Y
1850 NEXT
1860 RETURN
1900 FOR Z = X + 15 TO X + 45 STEP 15
1910 IF Z = X + 30 THEN Y = 47: XDRAW ST
AT Z,Y: GOTO 1950
1920 Y = 31: XDRAW ST AT Z,Y
1930 Y = 42: XDRAW ST AT Z,Y
1940 Y = 53: XDRAW ST AT Z,Y
1950 Y = 64: XDRAW ST AT Z,Y
1960 NEXT
1970 RETURN
2000 FOR Y = 29 TO 65 STEP 9
2010 X1 = X + 20: XDRAW ST AT X1,Y
2020 X1 = X + 40: XDRAW ST AT X1,Y

```

```

2030 NEXT
2050 RETURN
2100 X = X + 25:Y = 42
2110 XDRAW 5 AT X,Y
2120 RETURN
2200 X = X + 25:Y = 42
2210 XDRAW 6 AT X,Y
2220 RETURN
2300 X = X + 25:Y = 47
2310 XDRAW 7 AT X,Y
2320 RETURN
2400 X = X + 30:Y = 47
2410 XDRAW ST AT X,Y
2420 RETURN
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# BIG GOVERNMENT

```

10 GOSUB 2000: REM RULES
80 HOME : VTAB 1: PRINT "TREASURY FUNDS:"
: PRINT "BONDS IN BANK:" : PRINT "FAVOR
ABLE VOTERS:" : PRINT "MONTHS TIL ELECT
ION:"
90 VTAB 5: PRINT "<--> <--> <--> <--> <-->
> <--> <--> <--> <-->"
100 VTAB 20: POKE 34,6: HOME
150 GOSUB 3000: REM SET INITIAL VALUES
160 GOSUB 930: GOTO 280
220 PRINT :SS$ = "MR. PRESIDENT, OUR OFFIC
IAL SOURCES": GOSUB 1630
225 P = P + 1:Z = Z - 1: GOSUB 930
230 SS$ = "REPORT THAT ONLY " + STR$(Z) +
" MONTHS REMAIN": GOSUB 1630
240 SS$ = "UNTIL ELECTION TIME, AND " + ST
R$(D) + " VOTERS": GOSUB 1630
250 SS$ = "WERE ALIENATED. HOWEVER, " + S
TR$(I) + " VOTERS": GOSUB 1630
260 SS$ = "HAVE COME OVER TO OUR SIDE.": GO
SUB 1630
265 IF RND (1) < .2 THEN GOSUB 1290: GO
SUB 930
270 IF FL THEN PRINT :SS$ = "AN ANONAMOUS
CONTRIBUTOR HAS JUST DONAT-ED $" + S
TR$(FL): GOSUB 1630:FL = 0
280 IF Q > 0 THEN 320
290 FL = 1
300 P = INT (1 + P / 2): GOSUB 930
310 PRINT :SS$ = "BAD NEWS, MR. PRESIDENT.
A RECENT NEWS POLL SHOWS THAT YOU HA
VE LOST HALF OF YOUR POTENTIAL VOTER
S DUE TO A SURPRISE ANNOUNCEMENT FROM
YOUR OPPOSITION.": GOSUB 1630
320 PRINT :SS$ = "THE NUMBER OF PEOPLE IN
YOUR CAMP NOW STANDS AT " + STR$(P
) + ".": GOSUB 1630
330 PRINT :SS$ = "THE PARTY NOW HAS " + S
TR$(A) + " BANK BONDS.": GOSUB 1630
340 PRINT :SS$ = "YOU RECEIVED $" + STR$(
H) + " IN DONATIONS.": GOSUB 1630
350 IF E = 0 THEN 370

```

```

360 PRINT :SS$ = "KICKBACKS PAID OUT AMOUN
TED TO $" + STR$(E): GOSUB 1630
370 PRINT :SS$ = "YOU NOW HAVE $" + STR$(
S) + " IN THE TREASURY": GOSUB 1630:
PRINT
380 IF Z = 0 THEN 1020
390 C = INT ( RND (1) * 11):Y = C + 17
400 SS$ = "BONDS ARE NOW SELLING AT $" + S
TR$(Y) + ".": GOSUB 1630: PRINT : PRI
NT
410 SS$ = "HOW MANY BONDS DO YOU WISH TO BU
Y ":FQ = 1: GOSUB 1630
420 INPUT Q: IF Q < 0 THEN 990
430 IF Y * Q > S THEN GOSUB 900: GOTO 41
0
450 A = A + Q:S = S - Y * Q:C = 0
460 PRINT : IF Q > 0 THEN GOSUB 930
480 SS$ = "HOW MANY BONDS DO YOU WISH TO SE
LL ":FQ = 1: GOSUB 1630
490 INPUT Q: IF Q < 0 THEN 990
500 IF A < Q THEN PRINT : GOSUB 910: GOT
O 480
510 A = A - Q:S = S + Y * Q:C = 0
520 PRINT : IF Q > 0 THEN GOSUB 930
540 SS$ = "HOW MUCH MONEY SHOULD BE SPENT T
O KEEP OUR VOTERS HAPPY ($20 PER VOTE
R USUALLY DOES IT)":FQ = 1: GOSUB 163
0
550 INPUT Q: IF Q < 0 THEN 990
560 IF Q > S THEN GOSUB 900: GOTO 540
570 S = S - Q:C = 1: PRINT
580 GOSUB 930
590 SS$ = "HOW MUCH DO YOU WISH TO SPEND ON
": GOSUB 1630:SS$ = "SOLICITING DONATIO
NS ":FQ = 1: GOSUB 1630
600 INPUT D: IF D = 0 THEN 670
610 IF D < 0 THEN 990
620 IF D > (2 * A) THEN GOSUB 920: GOTO
590
630 IF D > S THEN GOSUB 900: GOTO 590
640 IF D < = 10 * P THEN 660
650 PRINT :SS$ = "BUT YOU ONLY HAVE " + S
TR$(P) + " PEOPLE TO DO": GOSUB 1630:

```

```

SS$ = "THE SOLICITATION. EACH PERSON C
AN ONLY SPEND $10 FOR THE PROJECT.": G
OSUB 1630: GOTO 590
660 S = S - D: GOSUB 930
670 GOSUB 980
680 Y = C:H = D * Y:E = 0: IF C > 6 THEN F
L = C * P:H = H + FL
690 GOSUB 980
700 IF C > 3 THEN 720
710 E = INT (S / C)
720 S = S - E + H: GOSUB 930
730 GOSUB 980
740 IF P = 0 THEN P = 1
750 I = INT (( RND (1) * P) / 2) + 1
760 C = INT (Q / 20)
780 Q = INT ( RND (1) * 101):Q = INT (Q
/ 15)
790 D = P - C: IF D < = 0 THEN I = I + I
NT ( ABS (D) / 19 * RND (1) * 11):D =
0: GOTO 220
800 IF D * 20 > 9 * P THEN 850
830 PI = INT (D1 * 110 / (P * Z))
840 P = C:D1 = D1 + D: GOTO 220
850 PRINT : PRINT "YOU ALIENATED ";D;" PE
OPLE IN ONE": PRINT "MONTH !": PRINT
860 PRINT "DUE TO EXTREME MISMANAGEMENT Y
OU HAVE ": PRINT "NOT ONLY BEEN IMPEAC
HED "
870 PRINT "AND THROWN OUT OF OFFICE BUT Y
OU HAVE"
880 PRINT "ALSO BEEN DECLARED NATIONAL FI
NK."
890 GOTO 1220
900 SS$ = "MR. PRESIDENT, WE ONLY HAVE $" +
STR$(S): GOSUB 1630:SS$ = "IN THE TR
EASURY. WE CANNOT CONDONE": GOSUB 1630
:SS$ = "DEFICIT SPENDING.": GOSUB 1630:
PRINT : RETURN
910 SS$ = "MR. PRESIDENT, THE PARTY ONLY HA
S " + STR$(A): GOSUB 1630:SS$ = "BOND
S IN THE BANK.": GOSUB 1630: PRINT : R
ETURN
920 PRINT :SS$ = "MR. PRESIDENT, YOU KNOW

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WE NEED MORE BONDS IN THE BANK TO B
ACK THAT TYPE OF SOLICITATION VENTURE
. PLEASE RECONSIDER YOUR AMOUNT.": GOS
UB 1630: PRINT : RETURN
930 VTAB 1: HTAB 18: CALL - 868: PRINT S

940 VTAB 2: HTAB 16: CALL - 868: PRI
NT A
950 VTAB 3: HTAB 19: CALL - 868: PRINT P

960 VTAB 4: HTAB 22: CALL - 868: PRI
NT Z
970 VTAB 24: RETURN
980 C = INT ( RND (1) * 8) + 1: RETURN
990 PRINT : PRINT "SORRY, MR. PRESIDENT,
BUT I CANNOT DO WHAT YOU WISH.": PRI
NT
1000 PRINT "YOU HAVE BEEN IMPEACHED ON GR
OUNDS OF MENTAL INCOMPETENCE. YOUR
TERM IS HERE-BY ENDED.": PRINT
1010 GOTO 1220
1020 HOME
1030 S$ = "IN YOUR 48 MONTH TERM OF OFFICE
, YOU HAVE OFFENDED OVER " + STR$
(D1) + " PEOPLE.": GOSUB 1630: PRINT
1050 IF P = 0 THEN P = 1
1060 L = INT (A / P)
1070 S$ = "YOU STARTED WITH A RATIO OF " +
STR$ (BR) + " BANK": GOSUB 1630: S$ =
"BONDS TO EVERY VOTER, AND YOU ENDED
WITH A RATIO OF " + STR$ (L) + " BONDS
PER VOTER.": GOSUB 1630
1080 PRINT
1090 IF D1 > P THEN PRINT : GOTO 860
1100 IF P > 110 AND A > 1100 AND S > 2500
THEN 1260
1110 IF L < 7 THEN 1240
1120 IF P1 > 10 THEN 1170
1130 IF L < 10 AND D1 > 30 THEN 1170
1140 IF P1 > 3 THEN 1190
1150 IF L < 10 THEN 1190
1160 PRINT "A TRULY REMARKABLE PERFORMAN
CE !": PRINT "SURELY NONE OF YOUR PRE

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DECESSORS COULD HAVE DONE A MORE NOBL
E JOB.": GOTO 1220
1170 PRINT "YOUR UNFEELING, AUTOCRATIC RU
LE SOUNDS REMINISCENT OF CHICAGO DURI
NG THE AGE OF BOSS TWEED."
1180 PRINT "THE VOTERS (THAT ARE STILL LE
FT) FIND YOU A VERY UNLIKABLE GUY.
YOU WILL BE LUCKY TO GET ANY JOB IN T
HIS COUNTRY IN THE FUTURE.": GOTO 1220

1190 PRINT "WELL, YOU DIDN'T MAKE THE
HALL OF FAME, BUT YOU DIDN'T MAKE THA
T MANY ENEMIES EITHER."
1200 PRINT. INT ((P * 8) * (1 + RND (1)
* 13) / 1000); " PEOPLE WOULD LIKE TO S
EE YOU DEAD,"
1210 PRINT "BUT WE ALL HAVE LITTLE PROBLE
MS NOW AND THEN."
1220 PRINT "": PRINT "SO LONG FO
R NOW."
1230 FOR J = 1 TO 10000: NEXT
1232 PRINT "RUN MENU"
1240 PRINT "POOR JOB, "; NS; ".": PRINT "YO
U WERE SUPPOSED TO WORK AT THE JOB,
NOT JUST SIT BACK AND TAKE THE PAY."
1250 GOTO 1220
1260 PRINT "YOUR PARTY'S BANK BOOK GREW Q
UITE A BIT. YOU'RE AN EXCELLENT PRESIDE
NT, BUT YOUR DETRACTORS ARE ASKING FOR
A"
1270 PRINT "CONGRESSIONAL REVIEW OF YOUR
FINANCES. GOOD LUCK."
1280 GOTO 1220
1290 REM CAMPAIGN DISASTERS
1300 CD = INT ( RND (1) * 10): IF CD < 1
OR CD > 9 THEN 1300
1310 ON CD GOSUB 1350,1380,1410,1440,1480
,1510,1540,1570,1600
1320 S$ = "***** NEWS FLASH ***
*****" + CDS
1330 PRINT "": PRINT : PRINT :
GOSUB 1630
1335 PRINT : PRINT

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1340 RETURN
1350 CDS = " YOUR BROTHER WAS FOUND TO BE
IN CAHOOTS WITH A FOREIGN SPY R
ING FROM BOTSWANA. YOU HAVE LOST O
NE HALF OF YOUR VOTERS AND ONE THIR
D OF YOUR BONDS."
1360 A = INT (A * .66): P = INT (P / 2): D
= D + P
1370 RETURN
1380 CDS = " TODAY THE ENTIRE PRESIDENTIA
L CABINET HAS RESIGNED IN A MASSIVE DI
SSAGREEMENT OVER DOMESTIC POLICY. YOU
LOOSE HALF OF YOUR VOTERS."
1390 P = INT (P / 2): D = D + P
1400 RETURN
1410 CDS = " THE NEW ECONOMIC POLICIES AN
NOUNCED TODAY BY THE PRESIDENT HAS P
RECIPITATED A FALLING-OUT BY BANKERS,
AND THE PRES- IDENT HAS LOST HALF OF H
IS BANK BONDS IN THE REACTION."
1420 A = INT (A / 2)
1430 RETURN
1440 CDS = " THE CAMPAIGN PRACTICES OF TH
E PRESI- DENT CAME UNDER CLOSE SCRUTI
NY TODAY BY THE NATIONAL BOARD OF REVI
EW (N.B.R) AND THE PRESIDENT'S PART
Y HAS BEEN FINED $"
1450 CDS = CDS + STR$ ( INT (S / 3)) + ".
"
1460 S = S - INT (S / 3)
1470 RETURN
1480 CDS = " THE PRESIDENT HAS SUCCESSFUL
LY PRE- VENTED A MID-EAST CRISIS BY
HIS SKILL- FULL HANDLING OF FOREIGN A
FFAIRS. THIS IS EXPECTED TO HAVE A GO
OD EFFECT ON HIS RE-ELECTION DRIVE."
1490 P = INT (P * 1.4)
1500 RETURN
1510 CDS = " RECENTLY RELEASED REPORTS SH
OW THAT THE RATE OF INFLATION HAS SL
OWED CONSID-ERABLY DUE TO THE EFFORTS
OF THIS ADMIN-ISTRATION TO REDUCE GOVE
RNMENT SPENDING."

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1520 P = INT (P * 1.2)
1530 RETURN
1540 CDS = " THE ARABS HAVE AGAIN RAISED
OIL PRICES IN RETALIATION OF GOVERNMENT
CONCESSIONS IN THE MIDDLE-EAST. THIS
IS EXPECTED TO BE REFLECTED IN PRESIDEN
TIAL SUPPORT AT THE POLLS THIS FALL."
1550 P = INT (P * .8)
1560 RETURN
1570 CDS = " RECENT PUBLIC OPINION POLLS
SHOW THE PRESIDENT HAS HAD A 10% DROP
IN VOTER SUPPORT."
1580 P = INT (P * .9)
1590 RETURN
1600 CDS = " CHARLES T. FARNSWORTH, THE N
OTED TEXAS MILLIONAIRE, HAS ANNOUNCED H
IS SUPPORT FOR THE PRESIDENT TODAY AN
D CONTRIBUTED $4500 TO THE PARTY AT A
MORNING PRESS CONFERENCE EARLIER."
1610 S = S + 4500: P = P + 1
1620 RETURN
1630 SPEED = 137
1640 FOR X = 1 TO LEN (S$)
1650 PRINT MIDS (S$,X,1);
1655 IF MIDS (S$,X,1) = " " THEN 1670
1660 SOUND = PEEK ( - 16336)
1670 NEXT
1672 IF NOT FQ THEN PRINT
1674 FQ = 0
1676 SPEED = 255
1680 RETURN
2000 HOME : PRINT TAB (13); "BIG GOVERNME
NT": PRINT : PRINT : PRINT
2010 PRINT " YOU ARE THE PRESIDENT (WE W
ON'T SAY OF WHICH NEARBY COUNTRY) AND Y
OU HAVE TO MAKE THE EVERY-DAY DECISI
ONS THAT WILL"
2020 PRINT "ENSURE THAT YOU WILL BE RE-EL
ECTED NEXT ELECTION (WHICH HAPPENS TO
BE 48 MONTHS FROM NOW.)": PRINT : PRIN
T
2030 PRINT " YOU CAN MAKE MONEY FOR THE
PARTY (WHICH IS ONE OF YOUR MANY

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JOBS) BY BUYING AND SELLING BANK B
ONDS, BUT BE CAREFUL NOT TO ALIENATE
TOO MANY VOTERS, BECAUSE THEY DO ALL O
F YOUR WORK AND ARE THE KEY TO YOUR SUC
CESS."
2040 VTAB 23: INPUT "PLEASE TYPE YOUR NAM
E: "; NS
2050 IF LEN (NS) = 0 THEN VTAB 23: CALL
- 868: GOTO 2040
2060 RETURN
3000 D1 = 0: P1 = 0: Z = 48: P = 100 - INT (
RND (1) * 20): H = INT ( RND (1) * 30
00): E = INT ( RND (1) * 391): S = 3000
+ H - E: Y = 3: A = INT (H / Y): I = 5:
Q = 1
3005 BR = INT (A / P)
3010 RETURN
65532 REM ** COPYRIGHT 1981 **
65533 REM ** BY A. L. WYATT **
65534 REM ** ALL COMMERCIAL **
65535 REM ** RIGHTS RESERVED **

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TIC TAC TOE

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10 DIM B(9)
20 FOR X = 1 TO 9: B(X) = 0: NEXT
25 M$(0) = " "
30 HOME
40 PRINT TAB (15); "TIC TAC TOE"
50 PRINT : INPUT "WOULD YOU LIKE X'S OR O
'S: "; MS
60 IF MS < > "X" AND MS < > "O" THEN 50
62 M$(9) = M$: M$(1) = "X": IF MS = "X"
THEN M$(1) = "O"
70 PRINT : INPUT "WOULD YOU LIKE TO MOVE
FIRST: "; CHS
75 GOSUB 1100
80 IF LEFT$(CHS,1) = "Y" THEN GOSUB 10
00: GOTO 100
85 X = RND (2): X = INT (10 * X)
90 IF X < 1 OR X > 9 THEN 85
95 B(X) = 1
97 GOSUB 1000
100 REM
110 VTAB 20: INPUT "YOUR MOVE: "; X
120 IF B(X) < > 0 THEN PRINT "": GOTO
110
130 B(X) = 9
140 GOSUB 2000: REM SEE IF WINNER
150 GOSUB 900
152 REM
154 REM SEE IF COMP CAN WIN
155 REM
160 IF R(1) < > 2 THEN 170
163 FOR X = 1 TO 3: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
164 NEXT
170 IF R(2) < > 2 THEN 180
173 FOR X = 4 TO 6: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
174 NEXT
180 IF R(3) < > 2 THEN 190
183 FOR X = 7 TO 9: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
184 NEXT

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190 IF R(4) < > 2 THEN 200
193 FOR X = 1 TO 7 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
194 NEXT
200 IF R(5) < > 2 THEN 210
203 FOR X = 2 TO 8 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
204 NEXT
210 IF R(6) < > 2 THEN 220
213 FOR X = 3 TO 9 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
214 NEXT
220 IF R(7) < > 2 THEN 230
223 FOR X = 1 TO 9 STEP 4: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
224 NEXT
230 IF R(8) < > 2 THEN 240
233 FOR X = 3 TO 7 STEP 2: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
234 NEXT
240 IF R(1) < > 18 THEN 250
242 FOR X = 1 TO 3: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
243 NEXT
250 IF R(2) < > 18 THEN 260
252 FOR X = 4 TO 6: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
253 NEXT
260 IF R(3) < > 18 THEN 270
262 FOR X = 7 TO 9: IF B(X) = 0 THEN B(X)
= 1: GOTO 500
263 NEXT
270 IF R(4) < > 18 THEN 280
272 FOR X = 1 TO 7 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
273 NEXT
280 IF R(5) < > 18 THEN 290
282 FOR X = 2 TO 8 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
283 NEXT
290 IF R(6) < > 18 THEN 300
292 FOR X = 3 TO 9 STEP 3: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500

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293 NEXT
300 IF R(7) < > 18 THEN 310
302 FOR X = 1 TO 9 STEP 4: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
303 NEXT
310 IF R(8) < > 18 THEN 320
312 FOR X = 3 TO 7 STEP 2: IF B(X) = 0 TH
EN B(X) = 1: GOTO 500
313 NEXT
320 Y = 0: FOR X = 1 TO 9
330 IF B(X) = 0 THEN Y = Y + 1: C(Y) = X
340 NEXT
350 X = INT (10 * RND (2))
360 IF X < 1 OR X > Y THEN 350
370 B(C(X)) = 1
500 GOSUB 1000
510 GOSUB 2000
520 GOTO 100
900 R(1) = B(1) + B(2) + B(3)
910 R(2) = B(4) + B(5) + B(6)
920 R(3) = B(7) + B(8) + B(9)
930 R(4) = B(1) + B(4) + B(7)
940 R(5) = B(2) + B(5) + B(8)
950 R(6) = B(3) + B(6) + B(9)
960 R(7) = B(1) + B(5) + B(9)
970 R(8) = B(3) + B(5) + B(7)
980 RETURN
1000 HOME
1002 VTAB 8: FOR X = 1 TO 9 STEP 3
1005 HTAB 17
1010 PRINT MS(B(X)); " "; MS(B(X + 1)); " ";
MS(B(X + 2))
1020 NEXT
1030 RETURN
1100 HOME: PRINT "POSITIONS ARE NUMBERED
FROM 1 THROUGH 9 FROM TOP LEFT TO BOT
TOM RIGHT CORNER."
1110 VTAB 15: POKE 34,5: PRINT : HOME : R
ETURN
2000 FOR X = 1 TO 9: IF B(X) = 0 THEN 201
0
2001 NEXT
2002 GOTO 2200

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```

2010 GOSUB 900
2020 FOR X = 1 TO 8
2030 IF R(X) = 27 THEN 2100
2040 IF R(X) = 3 THEN 2150
2050 NEXT
2060 RETURN
2100 GOSUB 1000
2110 VTAB 20: PRINT "YOU WIN.....THAT WAS
A GOOD GAME": GOTO 2300
2150 GOSUB 1000
2160 VTAB 20: PRINT "I WON.....JUST CAN
'T KEEP UP, CAN YOU?": GOTO 2300
2200 GOSUB 1000
2210 VTAB 20: PRINT "WELL, CHALK ONE UP F
OR THE CAT....."
2300 PRINT : INPUT "CARE TO PLAY AGAIN ";
CH$
2310 IF LEFT$(CH$,1) < > "Y" THEN PRI
NT "RUN MENU"
2320 POKE 34,0: HOME
2330 RUN
65532 REM ** COPYRIGHT 1981 **
65533 REM ** BY A. L. WYATT **
65534 REM ** ALL COMMERCIAL **
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# QUBIC

```

5 POKE 750,0: POKE 751,0: POKE 752,0
10 DIM B(27),R(49),T(27),WS(49)
20 IW = 0: CW = 0: YW = 0
30 DATA (1-1) (1-2) (1-3) (1-4) (1-5) (1-
6) (1-7) (1-8) (1-9) (1-1) (1-4) (1-7)
(1-2) (1-5) (1-8) (1-3) (1-6) (1-9) (
1-1) (1-5) (1-9) (1-3) (1-5) (1-7)
40 DATA (2-1) (2-2) (2-3) (2-4) (2-5) (2-
6) (2-7) (2-8) (2-9) (2-1) (2-4) (2-7)
(2-2) (2-5) (2-8) (2-3) (2-6) (2-9) (
2-1) (2-5) (2-9) (2-3) (2-5) (2-7)
50 DATA (3-1) (3-2) (3-3) (3-4) (3-5) (3-6)
(3-7) (3-8) (3-9) (3-1) (3-4) (3-7)
(3-2) (3-5) (3-8) (3-3) (3-6) (3-9) (
3-1) (3-5) (3-9) (3-3) (3-5) (3-7)
60 DATA (1-1) (2-1) (3-1) (1-2) (2-2) (3-
2) (1-3) (2-3) (3-3)
70 DATA (1-4) (2-4) (3-4) (1-5) (2-5) (3-
5) (1-6) (2-6) (3-6)
80 DATA (1-7) (2-7) (3-7) (1-8) (2-8) (3-
8) (1-9) (2-9) (3-9)
90 DATA (1-1) (2-2) (3-3) (1-4) (2-5) (3-
6) (1-7) (2-8) (3-9)
100 DATA (1-3) (2-2) (3-1) (1-5) (2-5) (3-
4) (1-9) (2-8) (3-7)
110 DATA (1-1) (2-4) (3-7) (1-2) (2-5) (3-
8) (1-3) (2-6) (3-9)
120 DATA (1-7) (2-4) (3-1) (1-8) (2-5) (3-
2) (1-9) (2-6) (3-3)
130 DATA (1-1) (2-5) (3-9) (1-3) (2-5) (3-
7) (1-7) (2-5) (3-3) (1-9) (2-5) (3-1
)
140 FOR X = 1 TO 49: READ WS(X): NEXT
150 MS(0) = "-"
160 HOME
170 FOR X = 1 TO 27: B(X) = 0: NEXT
180 PRINT TAB(18); "QUBIC"
190 PRINT : INPUT "WOULD YOU LIKE X'S OR
O'S: "; MS
200 IF MS < > "X" AND MS < > "O" THEN 1
90
210 MS(9) = MS: MS(1) = "X": IF MS = "X" TH

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EN MS(1) = "O"
220 X = RND (2): IF X > .5 THEN PRINT :
PRINT : PRINT "I WIN THE TOSS....I GO
FIRST !": GOTO 228
224 PRINT
225 PRINT "YOU WON THE TOSS OF THE CHIP..
....YOU GO FIRST !"
228 FOR DE = 1 TO 1200
229 NEXT DE
230 GOSUB 1410
240 IF X < = .5 THEN GOSUB 1310: GOTO 2
90
250 B(14) = 1
280 GOSUB 1310
290 REM
300 VTAB 20: INPUT "YOUR MOVE (LEVEL, POSI
TION): "; L,P
310 IF L < 1 OR L > 3 THEN PRINT "": GO
TO 300
320 IF P < 1 OR P > 9 THEN PRINT "": GO
TO 290
325 F = FRE (0)
330 X = (L - 1) * 9 + P
340 IF B(X) < > 0 THEN PRINT "": GOTO
300
350 B(X) = 9
360 GOSUB 1310
370 GOSUB 1440: REM SEE IF WINNER
380 REM
390 REM
400 REM SEE IF COMP CAN WIN
410 REM
415 IF B(14) = 0 THEN B(14) = 1: GOTO 128
0
420 UL = 2
430 Z = -7
440 FOR Y = 1 TO 19 STEP 9
450 Z = Z + R
460 IF R(Z) < > UL THEN 490
470 FOR X = Y TO Y + 2: IF B(X) = 0 THEN
B(X) = 1: GOTO 1280
480 NEXT
490 IF R(Z + 1) < > UL THEN 520

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500 FOR X = Y + 3 TO Y + 5: IF B(X) = 0 T
HEN B(X) = 1: GOTO 1280
510 NEXT
520 IF R(Z + 2) < > UL THEN 550
530 FOR X = Y + 5 TO Y + 8: IF B(X) = 0 T
HEN B(X) = 1: GOTO 1280
540 NEXT
550 IF R(Z + 3) < > UL THEN 580
560 FOR X = Y + 5 TO Y + 6 STEP 3: IF B(X) =
0 THEN B(X) = 1: GOTO 1280
570 NEXT
580 IF R(Z + 4) < > UL THEN 610
590 FOR X = Y + 1 TO Y + 7 STEP 3: IF B(X)
= 0 THEN B(X) = 1: GOTO 1280
600 NEXT
610 IF R(Z + 5) < > UL THEN 640
620 FOR X = Y + 2 TO Y + 8 STEP 3: IF B(X)
= 0 THEN B(X) = 1: GOTO 1280
630 NEXT
640 IF R(Z + 6) < > UL THEN 670
650 FOR X = 1 TO Y + 8 STEP 4: IF B(X) =
0 THEN B(X) = 1: GOTO 1280
660 NEXT
670 IF R(Z + 7) < > UL THEN 700
680 FOR X = Y + 2 TO Y + 5 STEP 2: IF B(X)
= 0 THEN B(X) = 1: GOTO 1280
690 NEXT
700 NEXT
710 Z = 24
720 FOR X = 1 TO 9
730 Z = Z + 1
740 IF R(Z) < > UL THEN 770
750 FOR Y = X TO X + 18 STEP 9
760 IF B(Y) = 0 THEN B(Y) = 1: GOTO 1280
770 NEXT
780 FOR X = 1 TO 7 STEP 3
790 Z = Z + 1
800 IF R(Z) < > UL THEN 830
810 FOR Y = X TO X + 20 STEP 10
820 IF B(Y) = 0 THEN B(Y) = 1: GOTO 1280
830 NEXT
840 FOR X = 3 TO 9 STEP 3
850 Z = Z + 1

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860 IF R(Z) < > UL THEN 890
870 FOR Y = X TO X + 16 STEP 8
880 IF B(Y) = 0 THEN B(Y) = 1: GOTO 1280
890 NEXT
900 FOR X = 1 TO 3
910 Z = Z + 1
920 IF R(Z) < > UL THEN 950
930 FOR Y = X TO X + 24 STEP 12
940 IF B(Y) = 0 THEN B(Y) = 1: GOTO 1280
950 NEXT
960 FOR X = 7 TO 9
970 Z = Z + 1
980 IF R(Z) < > UL THEN 1010
990 FOR Y = X TO X + 12 STEP 5
1000 IF B(Y) = 0 THEN B(Y) = 1: GOTO 1280

1010 NEXT
1020 IF R(46) < > UL THEN 1050
1030 FOR X = 1 TO 27 STEP 13
1040 IF B(X) = 0 THEN B(X) = 1: GOTO 1280

1050 NEXT
1060 IF R(47) < > UL THEN 1100
1070 FOR X = 3 TO 25 STEP 11
1080 IF B(X) = 0 THEN B(X) = 1: GOTO 1280

1090 NEXT
1100 IF R(48) < > UL THEN 1140
1110 FOR X = 7 TO 21 STEP 7
1120 IF B(X) = 0 THEN B(X) = 1: GOTO 1280

1130 NEXT
1140 IF R(49) < > UL THEN 1180
1150 FOR X = 9 TO 19 STEP 5
1160 IF B(X) = 0 THEN B(X) = 1: GOTO 1280

1170 NEXT
1180 IF UL = 2 THEN UL = 18: GOTO 430
1190 C = 0
1200 FOR X = 1 TO 27
1210 IF B(X) < > 0 THEN 1240
1220 C = C + 1
1230 T(C) = X

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1240 NEXT
1250 T = INT ( RND (2) * 20)
1260 IF T < 1 OR T > C THEN 1250
1270 B(T(T)) = 1
1280 GOSUB 1310
1290 GOSUB 1440
1300 GOTO 290
1310 HOME
1320 L = 1
1330 VTAB 11
1340 FOR X = L TO L + 8 STEP 3
1350 HTAB ( INT (L / 9) * 10 + 8)
1360 PRINT MS(B(X)); " "; MS(B(X + 1)); " ";
      MS(B(X + 2))
1370 NEXT
1380 IF L = 1 THEN L = 10: GOTO 1330
1390 IF L = 10 THEN L = 19: GOTO 1330
1400 RETURN
1410 HOME : PRINT "LEVELS ARE 1, 2, AND 3
      FROM LEFT TO RIGHT."
1420 PRINT "POSITIONS ARE NUMBERED (ON EA
      CH LEVEL) FROM 1 THROUGH 9 FROM TOP L
      EFT TO BOTTOMRIGHT CORNER."
1430 VTAB 15: POKE 34,5: PRINT : HOME : R
      ETURN
1440 FOR X = 1 TO 27: IF B(X) = 0 THEN 14
      70
1450 NEXT
1460 GOTO 1590
1470 GOSUB 1650
1480 FOR X = 1 TO 49
1490 IF R(X) = 27 THEN 1530
1500 IF R(X) = 3 THEN 1550
1510 NEXT
1520 RETURN
1530 VTAB 20: PRINT WS(X)
1540 YW = PEEK (750): YW = YW + 1: POKE 75
      0, YW
1550 PRINT "YOU WIN.....THAT WAS A GOOD G
      AME": GOTO 1610
1560 VTAB 20: PRINT WS(X)
1570 IW = PEEK (751): IW = IW + 1: POKE 75
      1, IW

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1580 PRINT "I WON.....JUST CAN'T KEEP UP,
      CAN YOU ?": GOTO 1610
1590 CW = PEEK (752): CW = CW + 1: POKE 75
      2, CW
1600 VTAB 20: PRINT "WELL, CHALK ONE UP F
      OR THE CAT....."
1610 PRINT : INPUT "CARE TO PLAY AGAIN ";
      CH$
1620 IF LEFT$(CH$,1) < > "Y" THEN POK
      E 34,0: HOME : PRINT : PRINT : PRINT "
      YOU WON: "; PEEK (750): PRINT "I WON:
      "; PEEK (751): PRINT "CAT WON: "; PE
      EK (752): PRINT : PRINT "THANK FOR THE
      GAMES": PRINT "RUN MENU"
1630 POKE 34,0
1640 CLEAR : GOTO 10
1650 Y = - 7
1654 F = FRE (0)
1660 FOR X = 1 TO 19 STEP 9
1670 Y = Y + 8
1680 R(Y) = B(X) + B(X + 1) + B(X + 2)
1690 R(Y + 1) = B(X + 3) + B(X + 4) + B(X
      + 5)
1700 R(Y + 2) = B(X + 6) + B(X + 7) + B(X
      + 8)
1710 R(Y + 3) = B(X) + B(X + 3) + B(X + 6)

      1720 R(Y + 4) = B(X + 1) + B(X + 4) +
      B(X + 7)
1730 R(Y + 5) = B(X + 2) + B(X + 5) + B(X
      + 8)
1740 R(Y + 6) = B(X) + B(X + 4) + B(X + 8)

      1750 R(Y + 7) = B(X + 2) + B(X + 4) +
      B(X + 5)
1760 NEXT
1770 Z = 24
1780 FOR Y = 1 TO 9
1790 Z = Z + 1
1800 R(Z) = R(Y) + B(Y + 9) + B(Y + 18)
1810 NEXT
1820 FOR X = 1 TO 7 STEP 3
1830 Z = Z + 1

```

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```

1840 R(Z) = B(X) + B(X + 10) + B(X + 20)
1850 NEXT
1860 FOR X = 3 TO 9 STEP 3
1870 Z = Z + 1
1880 R(Z) = B(X) + B(X + 8) + B(X + 16)
1890 NEXT
1900 FOR X = 1 TO 3
1910 Z = Z + 1
1920 R(Z) = B(X) + B(X + 12) + B(X + 24)
1930 NEXT
1940 FOR X = 7 TO 9
1950 Z = Z + 1
1960 R(Z) = B(X) + B(X + 6) + B(X + 12)
1970 NEXT
1980 R(46) = B(1) + B(14) + B(27)
1990 R(47) = B(3) + B(14) + B(25)
2000 R(48) = B(7) + B(14) + B(21)
2010 R(49) = B(9) + B(14) + B(19)
2020 RETURN
55532 REM ** COPYRIGHT 1981 **
55533 REM ** BY A. L. WYATT **
55534 REM ** ALL COMMERCIAL **
55535 REM ** RIGHTS RESERVED **

```

#### DEPTH CHARGE

```

1 M1 = PEEK (115): M2 = PEEK (116)
2 HIMEM = 8000
3 DIM SP(3,3), DC(5,2)
5 PRINT "BLOOD SUB.OBJ"
7 POKE 232,32: POKE 233,78
8 GOTO 200
9 HOME : GOSUB 120: GOSUB 100
10 FOR X = 1 TO 3: GOSUB 70: NEXT
11 SH = 275: XDRAW 1 AT SH,19: PA = 1: VTAB
      23: HTAB 31: PRINT "PASS: "; PA
12 FOR X = 1 TO 3: XDRAW 2 AT SP(X,1), SP(
      X,2): NEXT
15 XDRAW 1 AT SH,19: SH = SH - 3: IF SH <
      = 4 THEN SH = 275: PA = PA + 1: VTAB 2
      3: HTAB 31: PRINT "PASS: "; PA
16 XDRAW 1 AT SH,19: IF PA > NP THEN 200
17 KB = PEEK ( - 16384): IF KB < 128 THEN
      29
18 POKE - 16368,0: REM RESET STROBE
20 IF DC > = 5 THEN 29
22 DC = DC + 1: DC(DC,1) = SH: DC(DC,2) = 21

      24 XDRAW 3 AT DC(DC,1), DC(DC,2)
29 IF DC = 0 THEN 40
30 FOR J = 1 TO DC
31 XDRAW 3 AT DC(J,1), DC(J,2)
32 DC(J,2) = DC(J,2) + 3: IF DC(J,2) > =
      157 THEN T8 = 1: GOTO 39
34 XDRAW 3 AT DC(J,1), DC(J,2)
35 FOR X = 1 TO 3: IF DC(J,1) < SP(X,1) -
      5 OR DC(J,1) > SP(X,1) + 5 THEN 38
36 IF DC(J,2) < SP(X,2) - 5 OR DC(J,2) >
      SP(X,2) THEN 38
37 GOSUB 80: GOSUB 70: XDRAW 2 AT SP(X,1)
      , SP(X,2)
38 NEXT
39 NEXT
40 T9 = 0: IF DC = 0 OR T8 = 0 THEN 50
42 FOR J = 1 TO DC
43 IF DC(J,2) > = 157 THEN M1 = M1 + 1:
      GOTO 47
44 T9 = T9 + 1: DC(T9,1) = DC(J,1): DC(T9,2)

```

```

      = DC(J,2)
47 NEXT
48 DC = T9
49 HTAB 1: VTAB 23: PRINT "MISSES: "; M1 -
      HI: HTAB 1: VTAB 22: PRINT "HITS: "; H
      I
50 T8 = 0
52 FOR X = 1 TO 3: XDRAW 2 AT SP(X,1), SP(
      X,2): SP(X,1) = SP(X,1) + SP(X,3): IF S
      P(X,1) > = 275 THEN SP(X,1) = 4
54 XDRAW 2 AT SP(X,1), SP(X,2): NEXT
60 GOTO 15
70 T9 = RND (1) * 10: T9 = INT (T9): IF T
      9 < 1 THEN T9 = 1
72 SP(X,3) = T9: SP(X,1) = INT ( RND (1) *
      200)
73 SP(X,2) = INT ( RND (1) * 155): IF SP(
      X,2) < 25 OR SP(X,2) > 155 THEN 73
75 RETURN
80 FOR Q = 2 TO 4: SCALE = Q: XDRAW 2 AT S
      P(X,1), SP(X,2): VTAB 1: HTAB 1: PRINT
      "": NEXT
82 FOR Q = 4 TO 1 STEP - 1: SCALE = Q: XD
      RAW 2 AT SP(X,1), SP(X,2): NEXT
84 TT = TT + INT (SP(X,2) / 2 + SP(X,3) *
      5)
85 XDRAW 3 AT DC(J,1), DC(J,2): DC(J,2) = 1
      60
86 HI = HI + 1
87 IF TT > HT THEN HT = TT
88 IF TT > 500 THEN NP = 5
89 IF TT > 750 THEN NP = 7
90 HTAB 30: VTAB 22: PRINT "SCORE: "; TT:
      RETURN
99 REM DRAW BORDER AND SEA
100 HGR : HCOLOR = 3: HPLOT 0,20 TO 279,20

      105 ROT = 0: SCALE = 1
110 HPLOT 0,0 TO 279,0 TO 279,159 TO 0,15
      9 TO 0,0
112 TT = 0,0
115 RETURN
120 SB = 159: LB = 0: RB = 279: SL = 20

```

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```

121 NP = 5:TT = 0:MI = 0:HI = 0
122 FOR X = 1 TO 3: FOR Y = 1 TO 3:SP(X,Y)
   ) = 0: NEXT Y
123 FOR X = 1 TO 5:DC(X,1) = 0:DC(X,2) =
   0: NEXT X
124 DC = 0: POKE - 16368,0
125 RETURN
200 TEXT : HOME : PRINT TAB(13);"DEPTH
   CHARGES"
210 PRINT : PRINT "SCORE: ";TT; TAB(20);
   "HIGH SCORE: ";HT: PRINT
220 PRINT "PRESS RETURN TO PLAY, ESC TO E
   ND"
230 PRINT : PRINT : PRINT "ANY KEY FIRES
   DEPTH CHARGES - ONLY FIVE PASSES ALLOW
   ED - EXTRA PASSES AT 500 AND 750 PO
   INTS": PRINT
240 VTAB 15: HTAB 19: PRINT " ";
245 GET AS
250 IF AS = CHR$(13) THEN 9
255 IF AS = CHR$(27) THEN PRINT : POKE
   115,M1: POKE 116,M2: PRINT "RUN MENU
   "
256 GOTO 245
65512 REM ** COPYRIGHT 1981 **
65513 REM ** BY A. L. WYATT **
65514 REM ** ALL COMMERCIAL **
65515 REM ** RIGHTS RESERVED **

```

# SHAPE TABLE GENERATOR

```

5 M1 = PEEK(115):M2 = PEEK(116)
10 GOSUB 1070
15 HIMEM: 8192
20 DEF FN MOD(Q) = Q - INT(Q / 256) *
   256
30 INPUT "WHAT IS THE BEGINNING (DECIMAL)
   ADDRESS OF THE TABLE: ";BA
40 BA = INT(BA)
50 INPUT "HOW MANY SHAPES? ";N
60 N = INT(N)
70 POKE BA,N: POKE BA + 1,0
80 INPUT "NAME OF TABLE? ";N$
100 SN = 1:A = BA + 2 + (N * 2)
110 POKE 233,INT(BA / 256)
120 POKE 232, FN MOD(BA)
130 DIM A(500)
140 GOTO 480
230 A(MA) = 255
240 A1 = A
250 TR = 0:D1 = 0
260 FOR X = 0 TO MAX
270 C = A(X)
280 IF C = 0 THEN 1020
290 IF C = 255 THEN 390
300 IF TR + 8 ^ D1 * C > 255 THEN 350
310 TR = TR + 8 ^ D1 * C
320 D1 = D1 + 1
330 NEXT X
340 STOP
350 POKE A,TR
350 A = A + 1
370 TR = 0:D1 = 0
380 GOTO 300
390 POKE A,TR:A = A + 1: POKE A,0
400 A = A + 1: POKE A,0
410 L = A - A1
420 POKE BA + (SN * 2) + 1,INT((A - BA
   - L) / 256)
430 POKE BA + (SN * 2),FN MOD(A - BA - L
   )
440 VTAB 23: CALL - 958: VTAB 23: INPUT
   "ANOTHER SHAPE? ";CH$

```

```

450 IF LEFT$(CH$,1) < > "Y" THEN 1260
460 SN = SN + 1: IF SN > N THEN SN = SN -
   1: PRINT "SORRY, SHAPE TABLE IS FULL
   ": GOTO 1260
470 REM ENTER SHAPE
480 GR
490 VTAB 22: PRINT "SHAPE NUMBER: ";SN
500 MA = 0:L = 0
510 COLOR = 15
520 X = 20:Y = 20
530 REM SET UP INITIAL MODES
540 C$ = "MODE: PLOT":D$ = "UP" :C = 1:D
   = 0
550 O = SCRN(X,Y): COLOR = 2: PLOT X,Y
560 VTAB 23: CALL - 958: VTAB 23: PRINT
   C$; "DIRECTION: ";D$; HTAB 1
570 GET AS
580 F = PEEK(- 16336) + PEEK(- 16336)
   )
590 IF AS = CHR$(27) THEN 230
600 IF AS = "X" THEN 690
610 IF AS = "C" THEN 730
620 IF AS = "I" THEN 760
630 IF AS = "M" THEN 770
640 IF AS = "J" THEN 780
650 IF AS = "K" THEN 790
660 IF AS = " " THEN 800
670 IF AS = "R" THEN 950
680 PRINT " "; GOTO 560
690 C = NOT C
700 IF C THEN C$ = "PLOT"
710 IF NOT C THEN C$ = "NOPLOT"
715 C$ = "MODE: " + C$
720 GOTO 560
730 VTAB 23: CALL - 958: VTAB 23: PRINT
   "CLEAR? ";: GET AS
735 PRINT
740 IF AS < > "Y" THEN HTAB 1: GOTO 560
750 GOTO 480
760 D$ = "UP" :D = 0: GOTO 560
770 D$ = "DOWN" :D = 2: GOTO 560
780 D$ = "LEFT" :D = 3: GOTO 560

```

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```

790 D$ = "RIGHT":D = 1: GOTO 560
800 REM
810 IF D = 0 AND Y = 0 THEN 550
820 IF D = 1 AND X = 39 THEN 550
830 IF D = 2 AND Y = 39 THEN 550
840 IF D = 3 AND X = 0 THEN 550
850 COLOR = 0: PLOT X,Y
860 COLOR = 15
870 IF C THEN PLOT X,Y
880 ON D GOTO 900,910,920
890 Y = Y - 1: GOTO 930
900 X = X + 1: GOTO 930
910 Y = Y + 1: GOTO 930
920 X = X - 1
930 TY = 4 * C + D:A(MA) = TY:MA = MA + 1
940 GOTO 550
950 VTAB 23: CALL - 958: VTAB 23: PRINT
   "RESET? ";: GET AS
960 IF AS < > "Y" THEN HTAB 1: GOTO 560
970 GR
980 VTAB 23: CALL - 958: VTAB 23: INPUT
   "ENTER X,Y ";X,Y
990 IF X < 0 OR Y < 0 OR X > 39 OR Y > 39
   THEN 980
1000 MAX = 0
1010 GOTO 530
1020 IF D1 = 0 THEN 290
1030 IF A(X + 1) < 4 AND A(X + 1) < > 0
   THEN 290
1040 IF A(X + 1) = 0 THEN D1 = 2:X = X +
   1: GOTO 1060
1050 D1 = 1
1060 POKE A,TR:A = A + 1:TR = 0: GOTO 330
1070 TEXT : HOME : VTAB 5
1080 PRINT "SHAPE TABLE GENERATOR WILL HE
   LP YOU TO DRAW HI-RESOLUTION SHAPE TA
   BLES TO BE USED IN YOUR PROGRAMS."
1110 PRINT
1120 PRINT "THE KEYS I, J, K, AND M CONTR
   OL YOUR DIRECTION AND ARE USED FOR
   UP, LEFT, RIGHT, AND DOWN RESPECTIV

```

```

ELY."
1150 PRINT
1160 PRINT "TO CHANGE FROM PLOT TO NO PLOT
   USE THE "
1170 PRINT "X KEY. THE C KEY WILL CLEAR T
   HE SHAPE SO";
1180 PRINT "YOU MAY START OVER. R WILL RE
   SET THE "
1190 PRINT "COORDINATES TO ALLOW YOU TO B
   EGIN THE"
1200 PRINT "SHAPE AT A POINT OTHER THAN T
   HE CENTER."
1210 PRINT
1220 PRINT "RESPOND TO ALL QUESTIONS (Y/N
   )": PRINT
1230 PRINT "PRESS SPACE TO GO ON. ";
1240 GET AS: IF AS < > CHR$(32) THEN 1
   240
1250 PRINT : HOME : RETURN
1260 PRINT "BSAVE";N$;"A";BA;"L";A -
   BA + 2
1270 TEXT : HOME
1275 POKE 115,M1: POKE 116,M2
1280 PRINT "RUN MENU"
1290 REM
1295 REM
1300 REM WHEN USING THE TABLE
1310 REM AT A LATER DATE, SET
1320 REM THE BEGINNING ADDRESS
1330 REM OF THE SHAPE TABLE IN
1340 REM MEMORY LOCATIONS SER
1350 REM & $E9, LOW BYTE FIRST
1360 REM
1370 REM ALSO, A GOOD IDEA IS
1380 REM TO SET HIMEM BELOW
1390 REM THE TABLE'S STARTING
1400 REM ADDRESS TO PROTECT IT
1410 REM
1420 REM
65532 REM ** COPYRIGHT 1981 **
65533 REM ** BY A. L. WYATT **
65534 REM ** ALL COMMERCIAL **
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```

```

10 GOTO 90
20 PR# 0: IN# 0
30 POKE 933,72: POKE 934,41
40 POKE 935,X
50 POKE 936,145: POKE 937,40: POKE 938,10
4: POKE 939,76: POKE 940,27: POKE 941,
   253
50 POKE 946,165: POKE 947,3: CALL 1002
70 RETURN
80 END
90 HOME : PRINT "THIS IS A SIMPLE DEMONST
   RATION TO SHOW THE USE OF A SUBROUTIN
   E THAT WILL SHOW THE CURSOR AS ANY ON
   E OF THE FOLLOWING:"
100 PRINT : PRINT "1: ";: INVERSE :
   PRINT "@": NORMAL
110 PRINT
120 PRINT "2: ";: INVERSE : PRINT "
   ": NORMAL
130 PRINT
140 PRINT "3: "
150 PRINT
150 PRINT "4: (NO CURSOR)
170 VTAB 19: PRINT "NOTE: TO RETURN TO NO
   RMAL CURSOR MODE AFTER EXITING THE P
   ROGRAM, PRINT 'IN#0'."
180 PRINT
190 PRINT "TO EXIT PROGRAM, HIT <ESC>"
200 VTAB 15: PRINT "CHOICE OF CURSOR: <
   ---CURSOR IS HERE"
210 VTAB 15: HTAB 19: GET CH$
220 IF CH$ = CHR$(27) THEN PRINT : PRI
   NT "RUN MENU"
230 X = VAL(CH$): IF X < 1 OR X > 4 THEN
   210
240 X = 64 + (X * 30)
250 PRINT : GOSUB 20
260 GOTO 200
65532 REM ** COPYRIGHT 1981 **
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```

## CURSOR

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# OPENING CEREMONIES

```

5 PRINT "BLOOD ONE SHPS"
7 POKE 233,78: POKE 232,32
10 HGR
12 HOME: VTAB 22: PRINT TAB(11);"HIT <E
SC> FOR MENU"
14 VTAB 1
20 HCOLOR= 3
30 FOR X = 0 TO 169
35 HPLLOT 0,X TO 279,X
40 NEXT
45 C = INT ( RND (1) * 8):C1 = INT ( RND
(1) * 8)
46 IF C1 < > 0 AND C1 < > 3 AND C1 < >
4 AND C1 < > 7 AND C < > 0 AND C < >
3 AND C < > 4 AND C < > 7 THEN 50
47 IF C1 + 3 = C THEN 45
48 IF C + 3 = C1 THEN 45
50 FOR X = 1 TO 10:A(X) = 0: NEXT
52 Z = INT ( RND (1) * 15): IF Z < 1 OR Z
> 10 THEN 52
53 IF A(Z) < > 0 THEN 52
54 HCOLOR=C: IF Z > 5 THEN HCOLOR=C1
55 GOSUB 300
56 A(Z) = 1: ON Z GOSUB 100,110,120,130,140
,150,160,170,180,190
58 FOR W = 1 TO 10: IF A(W) = 0 THEN 52
60 NEXT
61 ROT= 0
62 A = 0:B = 90:ST = 1: GOSUB 200
64 GOSUB 250
70 A = 0:B = 279:ST = 1: GOSUB 200
75 GOSUB 250
80 A = 0:B = 160:ST = - 1: GOSUB 200
82 GOSUB 250
85 GOTO 45
99 END
100 X = 30:Y = 15: GOSUB 1000:X = 31:Y = 16
: GOSUB 1000: RETURN
110 X = 80:Y = 12: GOSUB 1010:X = 81:Y = 13
: GOSUB 1010: RETURN
120 X = 130:Y = 12: GOSUB 1010:X = 131:Y =
13: GOSUB 1010: RETURN

```

```

130 X = 180:Y = 15: GOSUB 1020:X = 181:Y =
16: GOSUB 1020: RETURN
140 X = 195:Y = 15: GOSUB 1030:X = 196:Y =
16: GOSUB 1030: RETURN
150 X = 15:Y = 82: GOSUB 1040:X = 16:Y = 83
: GOSUB 1040: RETURN
160 X = 65:Y = 85: GOSUB 1000:X = 66:Y = 86
: GOSUB 1000: RETURN
170 X = 115:Y = 85: GOSUB 1050:X = 116:Y =
86: GOSUB 1050: RETURN
180 X = 165:Y = 85: GOSUB 1030:X = 166:Y =
86: GOSUB 1030: RETURN
190 X = 215:Y = 85: GOSUB 1060:X = 216:Y =
86: GOSUB 1060: RETURN
200 Q = RND (1) * 10: IF Q > 5 THEN ST =
- ST
210 IF ST < > ABS (ST) THEN C = A:A = B:
B = C
220 RETURN
250 SCALE= 28: FOR X = A TO B STEP ST: XDR
AW 2 AT 279,X: GOSUB 300: NEXT : RETURN
260 SCALE= 17: FOR X = A TO B STEP ST: XDR
AW 1 AT X,167: GOSUB 300: NEXT : RETURN
300 P = PEEK ( - 16384): POKE - 16368,0:
IF P < > 155 THEN RETURN
310 PRINT "RUN MENU"
999 END
1000 HPLLOT X + 14,Y + 15 TO X + 39,Y + 15
TO X + 43,Y + 17 TO X + 48,Y + 21 TO X
+ 50,Y + 25 TO X + 50,Y + 50 TO X + 14,
Y + 50 TO X + 10,Y + 48 TO X + 8,Y + 46
TO X + 6,Y + 43 TO X + 5,Y + 39 TO X +
5,Y + 37 TO X + 6,Y + 34 TO X + 10,Y +
30 TO X + 14,Y + 28 TO X + 40,Y + 28 T
O X + 39,Y + 25 TO X + 38,Y + 24 TO X +
36,Y + 23 TO X + 14,Y + 23
1005 HPLLOT X + 14,Y + 23 TO X + 11,Y + 21
TO X + 11,Y + 17 TO X + 14,Y + 15
1005 HPLLOT X + 18,Y + 34 TO X + 40,Y + 34
TO X + 40,Y + 40 TO X + 18,Y + 40 TO X
+ 16,Y + 39 TO X + 15,Y + 37 TO X + 15,

```

```

Y + 35 TO X + 16,Y + 35 TO X + 18,Y + 3
4
1007 RETURN
1010 HPLLOT X + 5,Y + 20 TO X + 39,Y + 20 T
O X + 43,Y + 22 TO X + 46,Y + 24 TO X +
48,Y + 27 TO X + 50,Y + 31 TO X + 50,Y
+ 39 TO X + 48,Y + 43 TO X + 46,Y + 46
TO X + 43,Y + 48 TO X + 39,Y + 50 TO X
+ 15,Y + 50 TO X + 15,Y + 70 TO X + 5,
Y + 70 TO X + 5,Y + 20
1015 HPLLOT X + 15,Y + 30 TO X + 36,Y + 30
TO X + 39,Y + 32 TO X + 40,Y + 34 TO X
+ 40,Y + 35 TO X + 39,Y + 38 TO X + 36,
Y + 40 TO X + 15,Y + 40 TO X + 15,Y + 3
0
1017 RETURN
1020 HPLLOT X + 5,Y - 5 TO X + 15,Y - 5 TO
X + 15,Y + 50 TO X + 5,Y + 50 TO X + 5,
Y - 5: RETURN
1030 HPLLOT X + 16,Y + 15 TO X + 39,Y + 15
TO X + 44,Y + 17 TO X + 49,Y + 22 TO X
+ 50,Y + 25 TO X + 50,Y + 28 TO X + 49,
Y + 31 TO X + 47,Y + 33 TO X + 44,Y + 3
4 TO X + 39,Y + 35 TO X + 15,Y + 35 TO
X + 15,Y + 37 TO X + 16,Y + 39 TO X + 1
9,Y + 40 TO X + 40,Y + 40 TO X + 45,Y +
42 TO X + 45,Y + 44 TO X + 45,Y + 45 T
O X + 45,Y + 48 TO X + 40,Y + 50
1032 HPLLOT X + 40,Y + 50 TO X + 16,Y + 50
TO X + 13,Y + 49 TO X + 6,Y + 42 TO X +
5,Y + 40 TO X + 5,Y + 25 TO X + 6,Y +
22 TO X + 11,Y + 17 TO X + 13,Y + 16 TO
X + 16,Y + 15
1034 HPLLOT X + 19,Y + 23 TO X + 38,Y + 23
TO X + 40,Y + 25 TO X + 40,Y + 27 TO X
+ 23,Y + 29 TO X + 15,Y + 29 TO X + 15,
Y + 27 TO X + 16,Y + 25 TO X + 17,Y + 2
4 TO X + 19,Y + 23
1035 RETURN
1040 HPLLOT X + 16,Y + 20 TO X + 50,Y + 20
TO X + 50,Y + 59 TO X + 48,Y + 63 TO X
+ 46,Y + 65 TO X + 43,Y + 68 TO X + 39,
Y + 70 TO X + 15,Y + 70 TO X + 10,Y + 6

```

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## MASTER CATALOG

```

8 TO X + 9,Y + 66 TO X + 9,Y + 64 TO X
+ 10,Y + 62 TO X + 15,Y + 60 TO X + 36,
Y + 60 TO X + 38,Y + 59 TO X + 40,Y + 5
6 TO X + 40,Y + 50 TO X + 16,Y + 50 TO
X + 12,Y + 48
1042 HPLLOT X + 12,Y + 48 TO X + 9,Y + 46 T
O X + 7,Y + 43 TO X + 5,Y + 39 TO X + 5
,Y + 31 TO X + 7,Y + 27 TO X + 9,Y + 24
TO X + 12,Y + 22 TO X + 16,Y + 20
1044 HPLLOT X + 19,Y + 30 TO X + 40,Y + 30
TO X + 40,Y + 40 TO X + 19,Y + 40 TO X
+ 16,Y + 38 TO X + 15,Y + 36 TO X + 15,
Y + 34 TO X + 16,Y + 32 TO X + 19,Y + 3
0
1045 RETURN
1050 HPLLOT X + 27,Y + 36 TO X + 40,Y + 15
TO X + 50,Y + 15 TO X + 50,Y + 50 TO X
+ 40,Y + 50 TO X + 40,Y + 34 TO X + 32,
Y + 50 TO X + 23,Y + 50 TO X + 15,Y + 3
4 TO X + 15,Y + 50 TO X + 5,Y + 50 TO X
+ 5,Y + 15 TO X + 15,Y + 15 TO X + 28,
Y + 36
1055 RETURN
1060 HPLLOT X + 16,Y + 15 TO X + 39,Y + 15
TO X + 44,Y + 16 TO X + 45,Y + 18 TO X
+ 45,Y + 20 TO X + 44,Y + 22 TO X + 39,
Y + 24 TO X + 17,Y + 24 TO X + 15,Y + 2
6 TO X + 15,Y + 27 TO X + 17,Y + 28 TO
X + 40,Y + 28 TO X + 44,Y + 30 TO X + 4
7,Y + 32 TO X + 49,Y + 35 TO X + 50,Y +
38 TO X + 50,Y + 40 TO X + 49,Y + 43 T
O X + 47,Y + 46
1062 HPLLOT X + 47,Y + 46 TO X + 44,Y + 48
TO X + 40,Y + 50 TO X + 16,Y + 50 TO X
+ 11,Y + 48 TO X + 10,Y + 46 TO X + 10,
Y + 44 TO X + 11,Y + 42 TO X + 16,Y + 4
1 TO X + 38,Y + 41 TO X + 40,Y + 39 TO
X + 40,Y + 38 TO X + 38,Y + 36 TO X + 1
6,Y + 36 TO X + 12,Y + 34 TO X + 9,Y +
32 TO X + 7,Y + 29 TO X + 6,Y + 28 TO X
+ 6,Y + 24
1064 HPLLOT X + 6,Y + 24 TO X + 9,Y + 19 TO
X + 12,Y + 17 TO X + 16,Y + 15
1065 RETURN

```

```

5 DIM JS(35)
10 DS = CHR$(4):OPS = DS + "OPEN":CLS =
DS + "CLOSE":RDS = DS + "READ":WRS = D
S + "WRITE"
12 PRINT DS;"UNLOCK PROGRAMS"
15 PRINT OPS;"PROGRAMS": PRINT RDS;"PROGR
AMS"
20 INPUT N: DIM TS(N + 50,5): IF N = 0 TH
EN 26
22 FOR X = 1 TO N: FOR Y = 1 TO 5
24 INPUT TS(X,Y): NEXT : NEXT
26 PRINT CLS
30 PTS(1) = "GAME":PTS(2) = "BUSINESS":PTS
(3) = "UTILITY":PTS(4) = "TEXT FILE":P
TS(5) = "EDUCATION":PTS(6) = "OTHER"
32 NT = 5
50 GOTO 200
50 I = 0
65 IF I < 0 THEN I = 0
70 IF I > MX THEN I = MX
75 GET JS(I)
80 IF JS(I) = CHR$(27) THEN POP : GOTO
200
85 IF JS(I) = CHR$(13) THEN I = I - 1:
GOTO 120
90 IF JS(I) = CHR$(21) THEN 75
95 IF JS(I) = CHR$(8) AND I = 0 THEN P
RINT CHR$(95); CHR$(8);"": GOTO 6
5
100 IF JS(I) = CHR$(8) THEN PRINT CHR
$(8); CHR$(95); CHR$(8);:I = I - 1:
GOTO 65
105 IF JS(I) = CHR$(3) THEN 75
110 IF I = MX THEN PRINT "": GOTO 75
115 PRINT JS(I);:I = I + 1: GOTO 65
120 PRINT :IS = "": FOR J = 0 TO I:IS = I
S + JS(J): NEXT : IF IS = CHR$(13) T
HEN IS = ""
125 RETURN
150 PRINT : FOR X = 1 TO MX: PRINT CHR$(
95);: NEXT : HTAB 1: RETURN
175 PRINT : PRINT "SORRY, INVALID RECORD

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NUMBER !": FOR X = 1 TO 1000: NEX
T : RETURN
200 HOME
201 PRINT "WHAT IS TODAY'S DATE ?"
202 MX = 8: GOSUB 150
203 GOSUB 60: IF LEN (IS) < 8 THEN VTAB
2: GOSUB 202
204 DT$ = IS
205 TEXT : HOME
210 PRINT TAB(9)"MASTER PROGRAM CATALOG
"
220 POKE 32,5
230 PRINT : PRINT
240 PRINT "1=ENTER LISTING"
250 PRINT "2=CHANGE LISTING"
260 PRINT "3=DELETE LISTING"
270 PRINT "4=SEARCH LISTING"
280 PRINT "5=PRINT LISTINGS"
290 PRINT "6=EXIT PROGRAM"
310 POKE 32,0
320 VTAB 20: PRINT "CHOICE: ";
330 GET CH$:CH = VAL (CH$)
340 IF CH < 1 OR CH > 6 THEN 330
350 PRINT : ON CH GOTO 1000,2000,3000,400
0,5000,7000
1000 HOME
1005 PRINT "THIS WILL BE PROGRAM # ";N +
1: PRINT
1010 PRINT "WHAT IS THE PROGRAM NAME ?"
1020 MX = 35: GOSUB 150
1030 GOSUB 60
1050 TS(N + 1,1) = IS
1060 VTAB 7: PRINT "LANGUAGE TYPE:"
1070 MX = 10: GOSUB 150
1080 GOSUB 60
1090 TS(N + 1,2) = IS
1100 VTAB 12: PRINT "PROGRAM TYPE:": PRIN
T
1110 FOR X = 1 TO NT: PRINT " ";X;""
:PTS(X): NEXT
1120 MX = 1: GOSUB 150
1130 GOSUB 60
1140 TS(N + 1,3) = IS

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1150 TS(N + 1,4) = DTS
1160 PRINT : PRINT "DISK LOCATION:"
1165 MX = 5: GOSUB 150
1170 GOSUB 60
1180 TS(N + 1,5) = IS
1195 N = N + 1
1200 PRINT : PRINT "MORE ENTRIES ?"
1210 MX = 3: GOSUB 150
1220 GOSUB 60
1230 IF LEFTS (IS,1) = "Y" THEN 1000
1999 GOTO 205
2000 HOME
2010 PRINT "WHAT IS THE RECORD NUMBER OF
THE LISTING YOU WISH TO CHANGE ?"
2020 MX = 4: GOSUB 150
2030 GOSUB 60
2040 CH = VAL (IS): IF CH < 1 OR CH > N T
HEN GOSUB 175: GOTO 2000
2050 HOME
2050 PRINT "RECORD NUMBER: ";CH
2055 PRINT : FOR X = 1 TO 5: PRINT X;".":
PRINT : NEXT : POKE 32,4
2070 VTAB 3: PRINT "NAME: ";TS(CH,1)
2090 PRINT : PRINT "LANGUAGE: ";TS(CH,2)

2090 PRINT : PRINT "PGM TYPE: ";PTS(
VAL (TS(CH,3)))
2100 PRINT : PRINT "DATE ENTERED: ";TS(C
H,4)
2110 PRINT : PRINT "DISK LOCATION: ";TS(
CH,5)
2120 POKE 32,0: PRINT : PRINT
2200 PRINT : PRINT "NUMBER OF ITEM TO CHA
NGE: "
2210 MX = 1: GOSUB 150
2220 GOSUB 60
2230 Q = VAL (IS): IF Q < 1 OR Q > 5 THEN
2200
2240 PRINT : PRINT "CHANGE TO WHAT: "
2250 IF Q = 1 THEN MX = 35
2251 IF Q = 2 THEN MX = 10
2252 IF Q = 3 THEN MX = 1
2253 IF Q = 4 THEN MX = 3

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2254 IF Q = 5 THEN MX = 5
2260 GOSUB 150
2270 GOSUB 60
2280 TS(CH,Q) = IS
2300 PRINT : PRINT "MORE CHANGES ?"
2310 MX = 3: GOSUB 150
2320 GOSUB 60
2330 IF LEFTS (IS,1) = "Y" THEN 2000
2999 GOTO 205
3000 HOME
3010 PRINT "WHAT IS THE RECORD NUMBER OF
THE LISTING YOU WISH TO DELETE ?"
3020 MX = 4: GOSUB 150
3030 GOSUB 60
3040 CH = VAL (IS): IF CH < 1 OR CH > N T
HEN GOSUB 175: GOTO 3000
3050 HOME
3050 PRINT "RECORD NUMBER: ";CH
3055 PRINT : FOR X = 1 TO 5: PRINT X;".":
PRINT : NEXT : POKE 32,4
3070 VTAB 3: PRINT "NAME: ";TS(CH,1)
3090 PRINT : PRINT "LANGUAGE: ";TS(CH,2)

3090 PRINT : PRINT "PGM TYPE: ";PTS(
VAL (TS(CH,3)))
3100 PRINT : PRINT "DATE ENTERED: ";TS(C
H,4)
3110 PRINT : PRINT "DISK LOCATION: ";TS(
CH,5)
3120 POKE 32,0: PRINT : PRINT
3130 PRINT "O.K. TO DELETE ?"
3140 MX = 4: GOSUB 150
3150 GOSUB 60
3160 IF LEFTS (IS,1) < > "Y" THEN 205
3200 FOR X = CH TO N - 1
3210 FOR Y = 1 TO 5
3220 TS(X,Y) = TS(X + 1,Y)
3230 NEXT : NEXT
3240 N = N - 1
3999 GOTO 205
4000 HOME
4010 PRINT "WOULD YOU LIKE TO SEARCH BY:"
: PRINT

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4020 PRINT " 1) RECORD NUMBER"
4030 PRINT " 2) PROGRAM NAME"
4040 PRINT " 3) LANGUAGE"
4050 PRINT " 4) PROGRAM TYPE"
4060 PRINT " 5) DATE ENTERED"
4070 PRINT " 5) DISK LOCATION"
4100 PRINT : PRINT : PRINT "WHICH CHOICE:
"
4110 MX = 1: GOSUB 150
4120 GOSUB 60
4130 CH = VAL (IS): IF CH < 1 OR CH > 5 T
HEN 4100
4140 PRINT : PRINT "KEYWORD FOR SEARCH:"
4150 MX = 35: GOSUB 150
4160 GOSUB 60
4170 QS = IS
4180 HOME : PRINT TAB( 15): FLASH : PRIN
T "SEARCHING": NORMAL : POKE 34,2
4190 IF CH = 1 THEN 4500
4200 FOR X = 1 TO N
4220 IF TS(X,CH - 1) < > QS THEN 4300
4230 HOME
4240 PRINT : PRINT "RECORD NUMBER: ";X
4245 PRINT : PRINT "NAME: ";TS(X,1)
4250 PRINT : PRINT "LANGUAGE: ";TS(X,2)
4255 PRINT : PRINT "PGM TYPE: ";PTS( VAL
(TS(X,3)))
4260 PRINT : PRINT "DATE ENTERED: ";TS(X
,4)
4265 PRINT : PRINT "DISK LOCATION: ";TS(
X,5)
4270 VTAB 23: PRINT "HIT RETURN TO CONTIN
UE..."; GET PS: IF PS < > CHR$ (13)
THEN HTAB 1: GOTO 4270
4300 NEXT
4305 POKE 34,0
4310 VTAB 23: FLASH : PRINT "END OF SEAR
H..."; NORMAL : PRINT "HIT RETURN..."
4320 GET PS: IF PS < > CHR$ (13) THEN 4
320
4499 GOTO 205
4500 HOME

```

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4510 X = VAL (QS): IF X < 1 OR X > N THEN
VTAB 10: GOSUB 175: GOTO 205
4520 PRINT : PRINT "RECORD NUMBER: ";X
4530 PRINT : PRINT "NAME: ";TS(X,1)
4540 PRINT : PRINT "LANGUAGE: ";TS(X,2)
4550 PRINT : PRINT "PGM TYPE: ";PTS( VAL
(TS(X,3)))
4560 PRINT : PRINT "DATE ENTERED: ";TS(X
,4)
4570 PRINT : PRINT "DISK LOCATION: ";TS(
X,5)
4580 GOTO 4310
4999 GOTO 205
5000 HOME
5005 C = 0
5010 FOR X = 1 TO N
5020 C = C + 1
5030 INVERSE : PRINT X;: NORMAL : PRINT "
";TS(X,1)
5040 PRINT " ";TS(X,2);"";PTS( VAL (
TS(X,3)));"";TS(X,4);"";TS(X,5)
5050 PRINT
5060 IF C < 7 THEN 5100
5070 VTAB 23: PRINT "HIT ANY KEY TO CONTI
NUE...";
5080 GET CH$: IF CH$ < > CHR$ (13) THEN
5080
5090 C = 0: HOME
5100 NEXT
5110 VTAB 23: PRINT "END OF LISTING...HIT
RETURN...";
5120 GET CH$: IF CH$ < > CHR$ (13) THEN
5120
5999 GOTO 205
5999 GOTO 205
7000 PRINT OPS;"PROGRAMS"
7010 PRINT WRS + "PROGRAMS"
7020 PRINT N: IF N = 0 THEN 7050
7030 FOR X = 1 TO N
7035 FOR Y = 1 TO 5
7040 PRINT TS(X,Y)
7045 NEXT : NEXT
7050 PRINT CLS

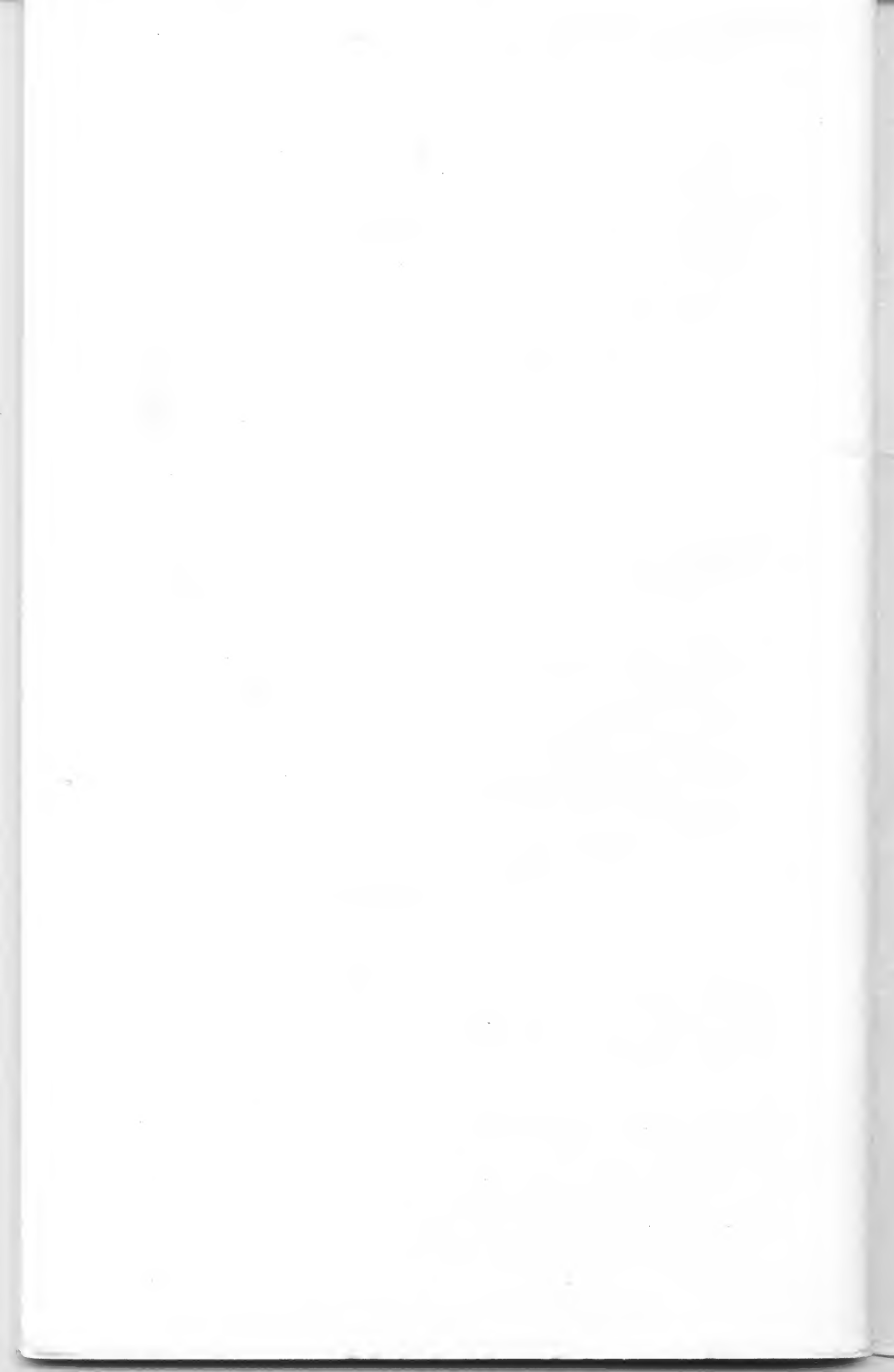
```

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7055 PRINT "LOCK PROGRAMS"
7050 HOME : PRINT "RUN MENU"
55532 REM ** COPYRIGHT 1981 **
55533 REM ** BY A. L. WYATT **
55534 REM ** ALL COMMERCIAL **
55535 REM ** RIGHTS RESERVED **

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